Step 4 – Implement the Solution

- 1. Start the system.
- 2. Check the clock.
- 3. If it is **not feeding time**, go back and keep checking.
- 4. If it **is feeding time**, check the food in the hopper:
 - o If no food in hopper \rightarrow **send alert** ("No food") and stop.
 - \circ If food is available \rightarrow continue.
- 5. **Dispense food** into the bowl.
- 6. Wait for some time (e.g., 10 minutes).
- 7. Check if food was eaten:
 - o If eaten \rightarrow log "Eaten" in the feeding record.
 - o If not eaten \rightarrow send alert ("Food not eaten").
- 8. **End the process** and return to wait for the next feeding time.