

# UNIVERSITY OF CANBERRA

## INTRODUCTION TO INFORMATION TECHNOLOGY (4478/8936)

### Assignment 1: The Solving Problem Process.

#### Step 3: Plan the Solution (Design the Algorithm)

Step 1: Start machine.

Step 2: Check the current time.

Step 3: If time == 08:00 AM or 17:00 (feeding time)

a. Check if food is available in the bin.

b. If food available:

i. Rotate servo motor to dispense food into bowl.

ii. Wait 60 minutes.

iii. Check if bowl weight has changed.

iv. If bowl weight increased → Pet has eaten → End process.

v. Else → Send alert: "Food not eaten."

c. If no food available → Send alert: "No food to dispense."

Step 4: If not feeding time → Do nothing and keep checking the clock.

Step 5: Repeat continuously.