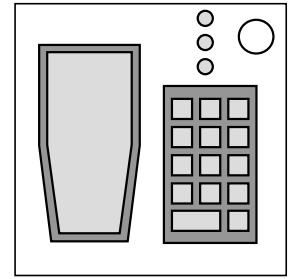


On the Subject of Order Picking

Let's hope you get Tesco's their Tropicana.



- You are presented with a screen, a keypad, and 3 LEDs.
- The LEDs show how many orders have been completed.
- To solve the module, you must complete between 1 and 3 orders, then cancel other orders.
- Upon any strike, you must wait 5 seconds before being able to input again.
- The number of orders needed to complete is the same as (the number of batteries) $\% 3 + 1$.
- The function buttons are randomised between three functions: confirm, cancel and backspace.
- To find the backspace button, calculate (the sum of the serial number characters) $\% 3 + 1$ (where A=1, B=2, ..., Z=26).
- To find the confirm button, calculate (the number of ports \times the number of portplates) $\% 3 + 1$. If the number is the same as what was calculated for backspace, use the next button (with wrapping around).
- The cancel button is the button left over.
- Make sure to take note of the order ID.
- Press confirm to proceed to the next screen.
- To find the total amount of product on the pallet, you must look at Table 1.
- Proceed to the next screen.
- To find how much product you need to pick, you must add the order ID and the product ID together $\% 400$. Then, if there is at least one lit indicator, subtract 100 until the amount is less than the total amount of product. Otherwise, subtract 50.
- Press confirm to proceed to the next screen.
- Then calculate the amount of product remaining (total amount - amount needed).
- Enter the amount of product remaining to complete the order.

Table 1

Pallet	Total product
CHEP	231
SIPPL	360
SLPR	96
EWWHITE	216
ECHEP	256
ESIPPL	196
ESLPR	110