**Pseudo Code for Network.c**

declare struct called *node*

declare char *name*[60]

declare struct node \**contains*[10]

declare struct node \**orbitedBy*[10]

declare struct *node* *milkyWay,alphaCentauri,acA,acB,acC,proximaCentB,solarSystem,sol,sol1,sol2,sol3,sol4,sol5,sol6,sol,sol8,sol3m1,sol4m1,sol4m2,sol5m1,sol5m2,sol5m3,sol5m4,sol6m1,sol6m2,sol6m3,sol6m4,sol7m1,sol7m2,sol7m3,sol7m4,sol8m1,sol8m2,sol8m3,sol8m4*

**void createNetwork()**

**void printNode(**struct node *object,* int *argc*, char *\*argv[]***)**

**Main**

if in debug mode

print “Debug Mode”

print “A network of our corner of the galaxy”

**createNetwork()**

send all objects that are not moons to **printNode()**

**printNode(**struct node *object,* int *argc*, char *\*argv[]***)**

initialize *i* equals 0 and *j* equals 0

print name of *object*

if in debug mode

print address of *object*

if *object* contains anything

print “Contains”

for each *node* contained, print *node*

if in debug mode

print place in array

if *object* is orbited by anything

print “orbited by”

for each *node* orbiting *object*, print *node*

if in debug mode

print place in array

**createNetwork**

do the following for each node, changing and adding values when necessary:

set *milkyWay*.*name* equal to “Milky Way”

set *milkyWay.contains* place 1 point to *alphaCentauri*

set *milkyWay.contains* place 2 point to *solarSystem*

