

fuelNeeded(int quadrantCount, int sectorCount) int

Begin

If quandrantCount < 0

Return -1; //quandrant count is too small

If sectorCount < 0

Return -2; //sector count is too small

If quandrantCount > 5

Return -3; // quandrant count is too high

If sectorCount > 6

Return -4; // sector count is too high

Return (quandrantCount \* 5) + (sectorCount \* 1)