```
function SELECTPOINT(index)
    posx ← 0, posy ← 0
    sangle ← index * deg
    eangle ← sangle + deg
    for j=0 to xlength do
        if moved[j] == 1 then
            continue
        end if
        ni ← x[j] − x[m]
        nj ← y[j] − y[m]
        nr ← √(ni^2 + nj^2)
        if (nr > r) and (nr <= r + 4) then
            if nr < minimum then
                minimum ← nr
                posx ← m
                posy ← j
            end if
        end if
    end for
end function
```