```
1: function MOVEPOINT(pos)
2:     newx ← (r − 1) * cos(anglesList[pos])
3:     newy ← (r − 1) * sin(anglesList[pos])
4:     x[pos] ← newx + x[m] ▷ add x[m] to get the original
   point
5:     y[pos] ← newy + y[m]
6: end function
```