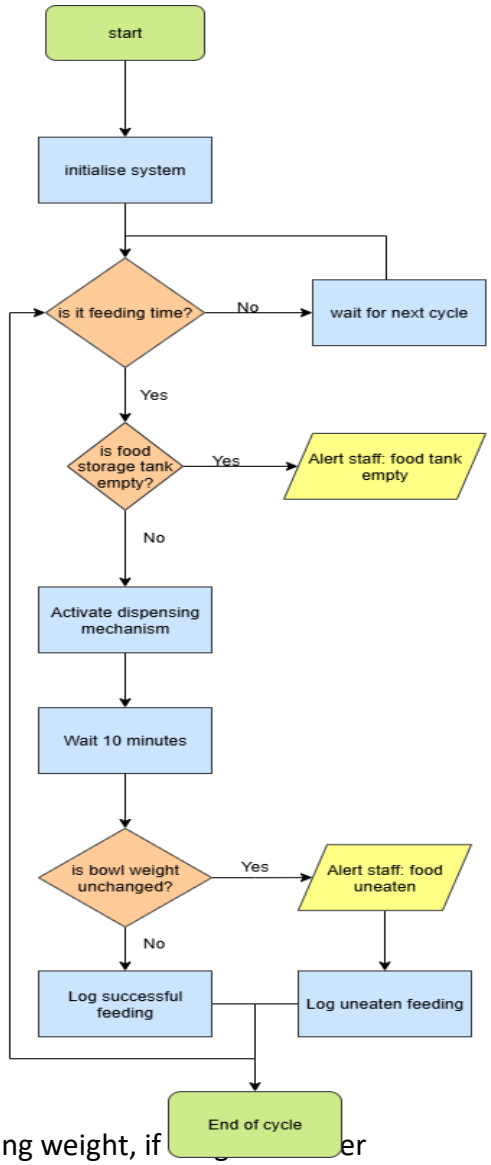
## Step 3: Plan the Solution

### Draw.io Flowchart




Initialise system

- Schedule and clock setup

Is it feeding time (step 2)

- This is a decision, if current time matches a scheduled feeding time.

Wait for next cycle

- This delays the loop by revisiting step 2 until step 2 is false (here the loop continues until the condition that keeps it looping becomes false). PSA I learnt this is python for while loops/conditional repetition but not sure if it applies here as well.

Is food storage tank empty?

- This is a decision/ Boolean expression, to verify there's enough dry kibble

Alert staff: food tank empty

- This is an output, alerting staff to refill the tank

Wait for 10 minutes

- This is a timer to allow time for the pet to eat before assessing the bowl

is bowl weight unchanged?

- This is another decision/ Boolean expression, by checking weight, if er then before (true) or same as before (false)

Alert staff: food uneaten

- This is an output, alerting staff to check animal well-being.

Log uneaten feeding/ successful feeding

- This an input/ a event log. This is required so system can distinguish between different feeding times, E.g., breakfast vs lunch.

End of cycle

- This is led by the log, it marks an end of a cycle (breakfast) so it can successfully move on to next cycle by looping back to step 2.