```
MAIN
BEGIN
    CREATE player ← NEW Pac()
    WHILE (TRUE)
        PRINTLINE "Current location - X: " + player.x + " Y: " + player.y
        PRINTLINE "(U)p, (D)own, (L)eft, (R)ight or (Q)uit:"
        SWITCH READ
        BEGIN
            CASE "U": player.moveUp()
                BREAK
            CASE "D": player.moveDown()
                BREAK
            CASE "L": player.moveLeft()
                BREAK
            CASE "R": player.moveRight()
                BREAK
            CASE "Q": System.Exit(1)
                BREAK
            DEFAULT: PRINTLINE "invalid input..."
                BREAK
        END SWITCH
    ENDWHILE
END MAIN

CLASS Pac
BEGIN
    x ← 5
    y ← 5

    METHOD moveUp() =>  y ← (y + 1) % 10

    METHOD moveDown() => y ← (y - 1) + (1 / (y + 1) * 10)

    METHOD moveLeft() => x ← (x - 1) + (1 / (x + 1) * 10)

    METHOD moveRight() => x ← (x + 1) % 10
END CLASS
```