IMPORT random

FOR moves ASSIGNED 1 to 7

number is ASSIGNED random(1,4)

IF number is equal to 1

THEN heading is ASSIGNED 0

ELSEIF number is equal to 2

THEN heading is ASSIGNED to 90

ELSEIF number is equal to 3

THEN heading is ASSIGNED to 180

ELSEIF number is equal to 4

THEN heading is ASSIGNED to 270

ENDIF

ENDFOR

END