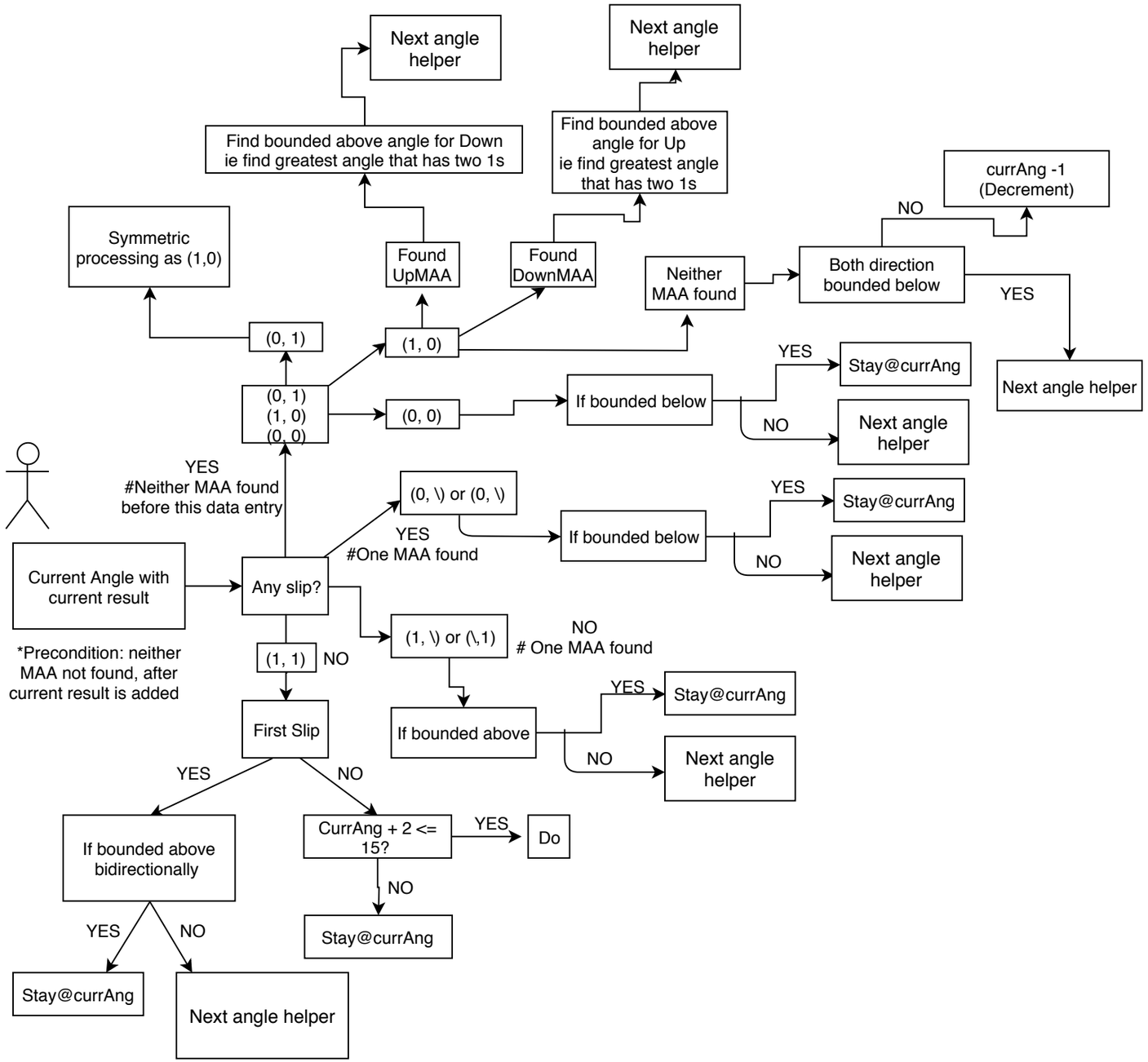
# MAA algorithm flow chart




**Bounded Function** (direction, angle)

Given a certain direction, function that outputs if the current angle is bounded below or above by its adjacent angle (plus or minus +1, respectively), or even bounded by currAng itself eg. we are at angle 15 or 0.

Put it another way, check if we have two 0s when bounded above, or two 1s when bounded below. Degree 15 and 0 are the upper and lower bound

**Next Angle helper** (non-negative or non-positive, start angle)

Non-negative or non-positive as inputs denote a direction of our angle adjustment eg. Non-negative means we may increment or stay

Execute when unbounded either downhill or uphill. The function will iterate over the result matrix to find an unfilled tuple behind or before as the next angle

Results with singular outcomes such as (0, 0), (1, 1), (\, 1), (1, \), (0, \) and (\, 0) could only make angle movement along singular direction, or angle remains unchanged.

Results with binary outcomes are a bit tricky, since it could go either down or up, depending on scenarios.