***Step 4: Implement the Solution (Word Coding)***

BEGIN FeedingSystem

TURN system ON

CHECK currentime

IF currenttime within feeding\_window

THEN CHECK hopper food level

IF hopper has food

THEN dispense food

IF pet has eaten

THEN system OFF

ELSE wait 10 minutes

IF pet has still not eaten THEN

SEND alert notification to staff

ENDIF

ELSE SET reattempt\_count=0

WHILE reattempt\_count < 3 AND hopper has no food DO reattempt\_count = reattempt\_count + 1 ATTEMPT refill hopper ENDWHILE

IF hopper still has no food THEN  
 SEND alert notification to staff  
 ENDIF  
ELSE  
SEND alert notification to staff  
ENDIF  
  
TURN system OFF  
 END FeedingSystem