

```
1      PROGRAM LosingCode IS
2
3          INSTRUCTION FindObstacle IS
4              WHILE next-is-empty DO
5                  move
6              END WHILE
7          END FindObstacle
8
9      BEGIN
10         WHILE true DO
11             FindObstacle
12             IF next-is-enemy THEN
13                 infect
14             ELSE
15                 IF next-is-wall THEN
16                     turnright
17                 ELSE
18                     skip
19                 END IF
20             END IF
21         END WHILE
22     END LosingCode
```