For every cycle of update:

Damage level of each road is updated as

```
If (Damage=0)
{
  Damage=2;
}
Else if (Damage =1)
{
  Damage=0;
}
Else {
  Damage=1;
}
```

Amount of resources available at places are updated as :

// note: I is postion of the the location in intial

input

// k is total number of locations

```
If (resources at I th location is > Threshold+k)
{
      New resources at I th location = abs(resources before at I th location  – 10*(k % I ));
}
Else If (resources at I th location is < Threshold+k  && resources at I th location is > Threshold)
{
       New resources at I th location  = abs (resources before at I th location – 10*I);
}
Else{
     New resources at I th location  = Threshold+5*I;   }
```

Amount of resources available at resource centers are updated as :

```
// here resources indicate before cycle of update;
If ( 8*threshold >resources&& resources > threshold) {
      New resources = resources + threshold;
}
Else if ( resources >= 8*threshold) {
New resources = resources – threshold;
}
Else{
  New resources = resources +8*threshold
}
```