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 place in intial input

If (resources at I th place is > Threshold+k)

{

     New resources at a place = resources before – k % I ;

}

Else If (resources at I th place is < Threshold+k && resources at I th place is > Threshold)

{

     New resources at a place = resources before – I;

}

Else{

    New resources at a place = Threshold;

}

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

}