```
prepare input artefacts()

finished := false
readOnlyBlackboardView := Read-Only Blackboard View.construct(blackboard)
measurementControllerBlackboardView := Measurement Controller Blackboard View.construct(blackboard)
analyserBlackboardView := Analyser Blackboard View.construct(blackboard)
finalJudgeBlackboardView := Final Judge Blackboard View.construct(blackboard)

while (¬finished) do
      if  Measurement Controller.can measure (readOnlyBlackboardView) then
            Measurement Controller.measure(measurementControllerBlackboardView)
      else
            analysersIterator :=   Analysers.iterator()
            while ¬analysersIterator.current(). can Contribute(readOnlyBlackboardView) do
                  analysersIterator.next()
            od
            if analysersIterator.current(). can Contribute(readOnlyBlackboardView)
                  analysersIterator.current().  contribute(analyserBlackboardView)
            else
                  finished :=   Final Judge.judge(finalJudgeBlackboardView)
            fi
      fi
od

write results()
```