

```
def clean(floor):
```

```
for i in
```

```
# get row and col
```

```
C = len(floor[0])
```

```
R = len(floor)
```

```
n = C * R
```

```
K = 0, row = 0, col = 0
```

```
while K < n: update - K (col, row)
```

```
    print_vc(floor, row, col)
```

```
    if floor[row][col] == 1: # dirty spot
```

```
        floor[row][col] == 0
```

```
        print("{0}, {1} is cleaned".format(row, col))
```

```
    else:
```

```
        print("{0}, {1} was already clean".format(row, col))
```

```
    if row % 2 == 0:
```

```
        if col < C - 1:
```

```
            col = col + 1
```

```
        else:
```

```
            row = row + 1 row = row + 1
```

```
    elif row % 2 == 1:
```

```
        if 0 < col:
```

```
            col = col - 1
```

```
        else: row = row + 1
```

```
    |
```

$K = K + 1$

```
def print_vc(floor, col, row):
```

```
p = floor
```

```
for i in range(len(floor)):
```

```
    print("\n")
```

```
    for j in range(len(floor[i])):
```

```
        if i == row and j == col:
```

```
            print("*", end = " ")
```

```
        else:
```

```
            print(floor[i][j], end = " ")
```

```
def update_rc(col, row):
```

```
    while col != 0:
```

```
        col = col - 1
```

```
    while row != 1:
```

```
        if row > 1:
```

```
            row = row - 1
```

```
        else:
```

```
            row = row + 1
```