Initial position where aruco marker is there is blue

loop

Check if more than 1 blue is empty(i.e in blue mask the number of contours is more than 4s)

If no

Pick up the white box in the black background check the shape under it

Ifany corner shape matches

Pick the box and leave it at the respective corner (call djikstra white box to corner)

If any corner shape does not match

Keep the box back and pick other white box (call djikstra go to other white box)

If yes

Go to corner white box avoiding the other white boxes , pick them up and keep them at any of the corresponding blue boxes

SERVO  
F,R,L,G,R