
Algorithm 1 Animal Barn (B, n, m)

Input: B -an array of strings representing $n + m$ animals in a barn (chicken = “chicken”, rabbit = “rabbit”), n -number of chickens from B , m -number of rabbits from B

Output: “chicken”, if the last element of B is chicken, otherwise, “rabbit”

$initChickenN = n$

$i = 1$

while $B.size > 1$ **do**

$first \leftarrow$ delete a random element in B and assign

$second \leftarrow$ delete a random element in B and assign

if $first = second = \text{“chicken”}$ **then**

$B.insert(\text{“rabbit”})$

$n- = 2$

$m+ = 1$

else if $first = second = \text{“rabbit”}$ **then**

$B.insert(\text{“rabbit”})$

$m- = 1$

else //the program picked “rabbit” and “chicken”

$B.insert(\text{“chicken”})$

$m- = 1$

end if

$i++$

end while

return B

Loop invariant : $initChickenN \% 2 = n \% 2$

Initialization : Before the loop begins, $initChickenN = n$, so $initChickenN \% 2 = n \% 2$ holds true.

Maintenance : Assume that the loop invariant holds at the beginning of k 'th iteration. Then it must mean that if $initChickenN$ was even, then n also has to be even, else both $initChickenN$ and n are odd at this point.

In the loop body, there are three cases, where 1) if the taken out animals are both chickens, n is decrease by 2 and m is increased by 1. 2) else if they are both rabbits then m is decreased by 1. 3) chicken rabbit so m is decreased by 1.

The only condition that changes the number of n is 1), and whether n was even number or odd number, it would not change the property of n being odd or even by decreasing it by 2. And Thus in this case the loop invariant holds again at the beginning of the next loop.

Termination: Loop terminates when $B.size = 1$ as the size of B decreases by 1 for each

iteration. At that point, there is only one animal left in a barn (B). If initial n value (value of