**Описание алгоритма OP версии 2**

**Описание алгоритма на английском псевдокоде:**

**algorithm Find\_route\_PO** is

**Input:** startNode – start node, endNode – end node, N – count of nodes, S1 ­­– first generate, S2 ­­– second generate.

**Output:** startNode – next start node.

1. **If**  **then**
2. **return** *startNode*
3. **If**  **then**
4. **If**  **then**
5. **If**  **then**
6. **else**
7. **else**
8. **If**  **then**
9. **else**
10. **return** *startNode*

**Фрагмент кода алгоритма на языке С#:**

private int Find\_route\_PO(int start\_node, int end\_node, int N, int s1 = 1, int s2 = 2)

{

int S = end\_node - start\_node;

if (S == 0) return (start\_node);

if (S < 0) S = S + N;

if (S <= (N / 2.0))

{

if (S >= s2)

start\_node = (s2 + start\_node) % N;

else

start\_node = (s1 + start\_node) % N;

}

else

{

S = N - S;

if (S >= s2)

start\_node = (N-s2 + start\_node) % N;

else

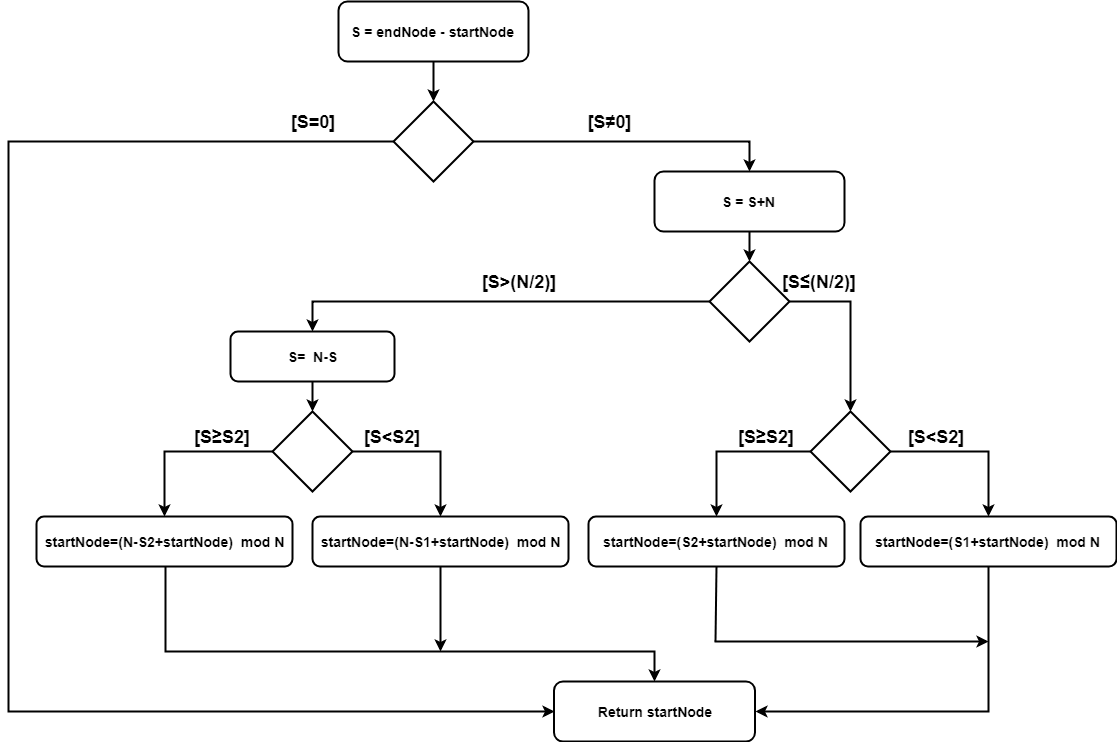
start\_node = (N-s1 + start\_node) % N;

}

return (start\_node);

}

**UML схема алгоритма:**

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