Pottery Kiln Submission

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getPotteryKiln()

while (pottery kiln = on)

begin

sampleTemperature()

if (temperature > criticalRange) then

begin

lightFlashes()

lightFlashes := Red

end

else if (temperature < criticalRange) then

begin

lightFlashes()

lightFlashes := Blue

end

end

If (lightFlashes = Red) then

begin

controlA := “Close Valve”

controlB := “Decrease”

controlC := “Emergency High”

end

else if (lightFlashes = Blue) then

begin

controlA := “Open Valve”

controlB := “Increase”

controlC := “Emergency Low”

end

else

begin

controlA := “Normal”

controlB := “Normal”

controlC := “Normal”

end

end