Jelly Submission

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packet := 0

hours := 0

getBowl()

while (packet < 2)

begin

pourJellyPowderPacket()

whiskJelly()

add250mlHotWater()

if (powder dissolved = true) then

begin

add250mlColdWater()

whiskJelly()

end

packet := packet + 1

end

getGlassBowls()

ladleJellySyrups()

placeJellyInFridge()

while (hours < 4)

begin

checkJelly()

if (jelly = fully set) then

begin

removeJellyFromFridge()

end

hours := hours + 1

end

getServing()

if (serving = Cream) then

begin

serveJellyWithCream()

end

else if (serving = Ice Cream) then

begin

serveJellyWithIceCream()

end

end