

	(iii)	<pre>REPEAT 6 TIMES DECLARE empty INITIALLY false REPEAT DECLARE randomX INITIALLY RANDOM(10)-1 DECLARE randomY INITIALLY RANDOM(10)-1 IF board[randomX, randomY] = "" THEN SET board[randomX, randomY] TO "Robot" SET empty TO true END IF UNTIL empty = true END REPEAT</pre>	3	<p>1 mark for fixed loop to generate 6 robot positions</p> <p>1 mark for checking randomly selected position is empty</p> <p>1 mark for assignment to random position within the grid</p> <p>Note: candidates should not be penalised if they don't subtract 1 to generate 0-9 grid if their subsequent answers indicate use of a 1-10 grid.</p>
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