



```
set variable start node as A
set variable current node as start node
set variable visited nodes as empty list
for step times
  add current node to visited nodes
  set variable neighbours as all nodes connected to current node excluding visited nodes
  set variable current node as a randomly chosen one of list neighbours
print Starting from start node random walk took us to current node
```

The image shows a sequence of Scratch code blocks. It starts with three 'set variable' blocks: 'start node' set to 'A', 'current node' set to 'start node', and 'visited nodes' set to 'empty list'. This is followed by a 'for' loop block labeled 'step times'. Inside the loop, there are three blocks: 'add current node to visited nodes', 'set variable neighbours as all nodes connected to current node excluding visited nodes', and 'set variable current node as a randomly chosen one of list neighbours'. The loop ends with a 'print' block that says 'Starting from start node random walk took us to current node'.