



```
set variable latin square as an empty dictionary
set key 1 of latin square as list A, B, C
set key 2 of latin square as list B, C, A
set key 3 of latin square as list C, B, A
for each participant in file participants.txt
  set variable condition as a random integer between 1 and 3
  set variable order as value of latin square on key condition
  print Participant participant is will first see first value of order
  print followed by second value of order
  print and ending at third value of order
```

The image shows a sequence of code blocks in a Scratch-like environment. The first four blocks are blue and set up a dictionary named 'latin square' with three keys (1, 2, 3) and their corresponding lists of conditions (A, B, C; B, C, A; C, B, A). The next block is yellow and starts a 'for each' loop over a file named 'participants.txt'. Inside the loop, there are four blue blocks: one to set a random 'condition' (1-3), one to get the 'order' from the dictionary, and two 'print' blocks to output the sequence of conditions for each participant.