Algorithm 3 MANDELBROT

Input: n: edge length of a square image;
 1: initialize a blank PBF image M;
 2: **for** each $i \in [1, n]$ **do**
 3:      **for** each $j \in [1, n]$ **do**
 4:          compute the gray level of pixel $M[i, j]$, and print it;
 5:      **end for**
 6: **end for**