Steps for Nearest Neighbor Algorithm:  
1. Stand on an arbitrary vertex as current vertex.

2. Find out the shortest edge connecting current vertex and an unvisited vertex V.

3. Set current vertex to V.

4. Mark V as visited.

5. If all the vertices in domain are visited, then terminate.

6. Go to step 2.

Modified Steps for Nearest Neighbor Algorithm:

1. Stand on an arbitrary vertex as current vertex.
2. Find out the shortest edge connecting current vertex and an unvisited vertex V that is not dirty.
3. Set current vertex to V.
4. Mark V as visited.
5. If all the vertices in domain are visited and the last visited vertex cycles back to the start, then terminate.
6. Else if all vertices in domain are visited but the last vertex does not cycle back,
   1. Set path as dirty.
   2. Set current vertex to previous vertex.
   3. Go back to step 2.
7. Go back to step 2.

<http://en.wikipedia.org/wiki/Nearest_neighbour_algorithm>