```
bool isAClean = False;
bool isBClean = False;
action AgentProgram([location, status])
     if(status == Dirty)
          return Suck;
     else{
           if(location == A) {
                 isAClean = True;
                 if(!isBClean)
                      return Right;
           }
           else{
                 isBClean = True;
                 if(!isAClean)
                      return Left;
           }
     return NoOp;
}
do{
percept = GetPercept();
action = AgentProgram(percept);
ApplyAction(action);
}while(action != NoOp);
```