

```
if (!havePassenger) {

    //if we don't have a passenger, head in direction of greatest QSD signal

    int tempNode = prevNode;
    prevNode = currentNode;
    int currDir = currentDirection;
    currentNode = turnTowardQSDSignal(QSDLeft, QSDRight, QSDFront, currentDirection, prevNode, tempNode);
    if (currentNode == -1 || abs(directionMatrix[prevNode][currentNode] - currDir) == 2 ) {
        isLost = true;
    }
    else {
        moveInDirection(currDir, directionMatrix[prevNode][currentNode]);
        currentDirection = directionMatrix[prevNode][currentNode];
        if (prevNode == 8 && currentNode == 10) {
            currentDirection = EAST;
        }
        else if (prevNode == 8 && currentNode == 11) {
            currentDirection = NORTH;
        }
        else if (prevNode == 10 && currentNode == 11) {
            currentDirection = SOUTH;
        }
        else if (prevNode == 10 && currentNode == 8) {
            currentDirection = SOUTH;
        }
    }
}
```