

main

Start

Open "output.txt" for writing

Read battlefield dimensions from "initial.txt"

create Battlefield object

Read number of steps

Read number of code steps

Read number of robots

Create linked list to store robot and Queue to store eliminated robots

for each robot ($i=0$; $i < \text{NumRobots}$; $i++$)

True

Read robot details from file

if XX is "random"

true While empty position == false

true Generate random position (x,y)

Position is empty on battlefield

~~Empty~~ Empty position is true

False Determine robot id from first letter of name

Append robot to linked list

Update battlefield with robot position

Output initial battlefield