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\foraging
\Date: 2019.06.12

\INPUTS
^L = 1
^R = 2
^C = 3
^Nosepoke = 4

\OUTPUTS
^Light = 1
^PelletDispenser = 2

\VARIABLES
\ A number of choices
\ B number of rewards
\ C number of nosepokes
\ R data array responses
\ M max time min
\ N session timer 1"
\ T session timer 0.01"
\ Q maximum rewards
\ X FR

DIM R = 500000
\TODO define which side is rewarded
\ --- now see: S.S.1(S3)

S.S.1 \MAIN TASK
S1,
    0.01": SET Q = 100, M = 60, X = 5 --> S2

S2,
    #START: --> S3

S3,
    X#R^L: ON ^PelletDispenser; ADD B, Z9 --> S4

S4,
    0.5": OFF ^PelletDispenser --> S2 \DIRTY; CHECK VALUE

S.S.2 \RESPONSE DETECT
\shouldnt reactions be separated?
\ --- to ensure each is saved the same time?
S1,
    #START: --> SX

S2,
    #R^R: ADD A, Z4 --> SX

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#R^L: ADD A, Z5 --> SX
#R^C: ADD A, Z6 --> SX
#R^P: ADD C, Z7 --> SX
```

S.S.3 \STATE DISPLAY

```
S1,
  #START --> S2

S2,
  1": SHOW 1,Session,N;
    SHOW 2,Choices,A;
    SHOW 3,Rewards,B;
    SHOW 4,Nosepokes,C --> SX
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S.S.4 \TIME INCREMENT

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S1,
  #START: --> S2

S2,
  0.01": SET T = T + 0.01 --> SX
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S.S.5 \RECORD TIME IRT

```
S1,
  #START: --> S2

S2,
  #Z0: SET R(I) = T; ADD I;
  #Z4: Z0; SET R(I) = "R"; ADD I --> SX \STRING OR NUMERIC?
  #Z5: Z0; SET R(I) = "L"; ADD I --> SX
  #Z6: Z0; SET R(I) = "C"; ADD I --> SX
  #Z7: Z0; SET R(I) = "P"; ADD I --> SX
  #Z9: Z0; SET R(I) = "F"; ADD I --> SX
```

S.S.6 \FINISH CONDITIONS

```
S1,
  #START: --> S2

S2,s
  1": ADD N; SHOW 1,Session, N/60;
    IF (N/60 <= M) OR (Q <= B) [@End, @Continue]
    @End: SET N(G) = -987.987 --> S3
    @Continue: --> SX

S3,
  3": PRINT --> STOPABORTFLUSH
```