# This algorithm for Division 1.

There can be two possibilities:

1. Cube found in column D or B. (Columns immediately adjacent to C)
2. Cube not found in column D or B.

Also note that no two nodes on the same column and adjacent rows can have cubes. See figure 1 and 2.

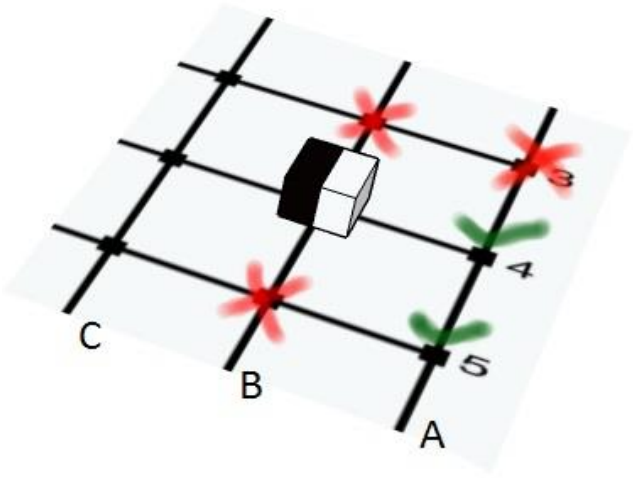


Fig.1

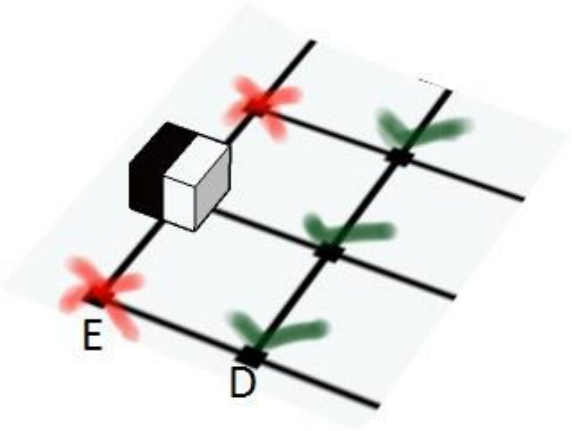


Fig.2

In case 1 , align the cube, come back to column C, go to the next row, reach the end. Here, if a cube is present, align it and return to C. If not, then turn left since there may be a cube there also. Align the cube if present, and then continue back to column C. See figure 3.

In case 2, there is nothing to worry about. Just align the cube and return back to column C.

# This algorithm for Division 1.

At point X,
1. If a cube is found, align it and go back to column C.
2. If a cube is not found, turn left and check if a cube is present at Y.
(Because there may be cube at Y if not at X.)

NOTE:
1. There cannot be a cube at Z.
2. There can be a cube either at X or at Y or at neither but never at both.

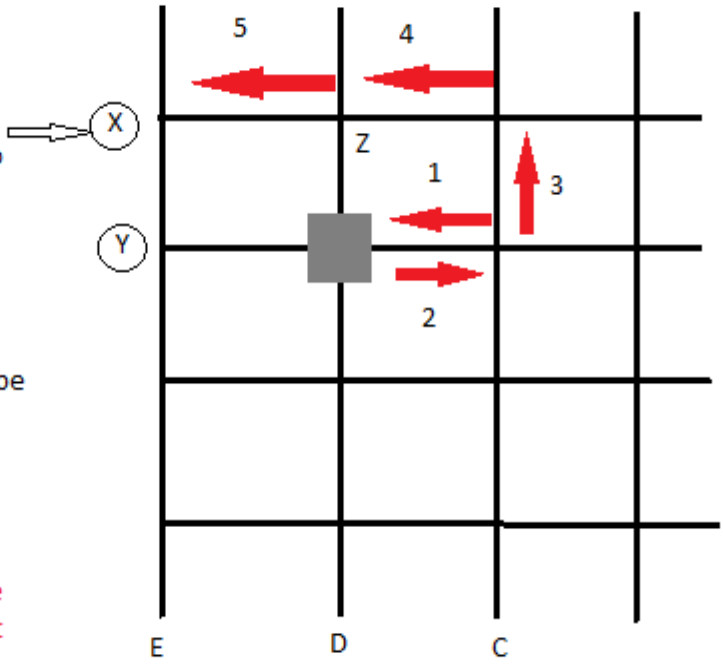


fig.3

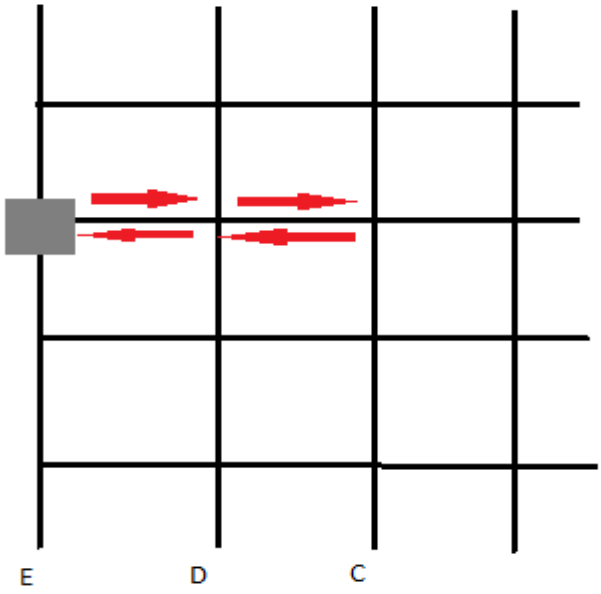


fig.4