```
int counter_x;
int counter_y;
int max_x;
int max_y;

work push 1 pop 1{
  ...

  counter_x = (counter_x + 1);
  if (counter_x > max_x) {
    counter_x = 0;
    counter_y = (counter_y + 1);

    if (counter_y > max_y) {
      counter_y = 0
    }
  }
}
```

```
int max_x;
int max_y;

work push 1 pop 1{
  int counter_x =
    (iter() % max_x);
  int counter_y =
    (iter() / max_x) % max_y;
  ...
}
```