```
1:  procedure NEW RANDOM SOLUTION
2:      v ← shuffle(1, 2, ..., n)
3:      s ← ∅                                    ▷ empty solution
4:      for i ← 1 : n  do
5:          s ← s ∪ {v_i}                        ▷ adding item
6:          if  s is not feasible then  ▷ checking feasibility
7:              s ← s − {v_i}
8:          end if
9:      end for
10:     return s
11: end procedure
```

Figure 6: Generation of a new random solution for the MKP.