


```

create array List of points: antList
double closest = distance to first point in list;
int element = 1;
for (elements after first)
    if (distance to element < closest)
        closest = distance to element
        element = i
    end if
end for
next Ant = antList.get(element);
remove antList(element)
totalDistance += distance to next Ant

```

2) The second condition is necessary because it is another way to check this method. If the stack is not empty, then there is an unbalance; an empty stack means there is balance.