
Position chooseVar()

{ GridHeuristic* grid;

Position coord(-1, -1); // invalid coord

grid = unAssigned → extract(); // get next variable to

if (grid) // assign

{ pending → push(grid); // pending stack push

coord = grid → id2Coord(grid → id);

}

return coord;

}

void unAssignGrid()

{ GridHeuristic* grid;

grid = pending → pop();

if (grid)

{ unAssigned → insert(grid);

}

}