PROGRAM TryToGuess IS

INSTRUCTION FindObstacle IS

WHILE next-is-empty DO

move

END WHILE

END FindObstacle

BEGIN

WHILE true DO

FindObstacle

IF next-is-enemy THEN

infect

ELSE

IF next-is-wall THEN

turnleft

ELSE

skip

END IF

END IF

END WHILE

END TryToGuess