

*origin* := left            { Invariante }

increment( )

DO            { WHILE *origin* ≠ left }

  SWITCH *origin*

  CASE left:

    IF *curr* hat rechten Teilb. THEN

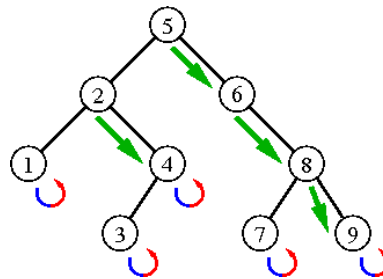
      bewege *curr* nach rechts

*origin* := above

    ELSE { nur Richtung drehen }

*origin* := right

    ENDIF



  CASE above:

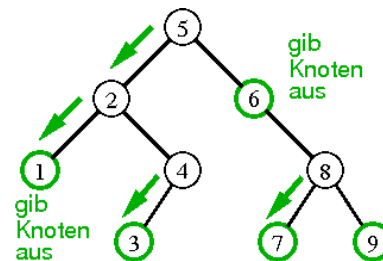
    IF *curr* hat linken Teilb. THEN

      bewege *curr* nach links

    ELSE

      orig:=left

    ENDIF



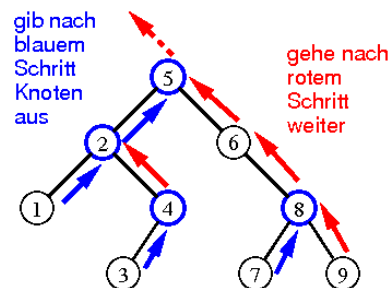
  CASE right:

    IF *curr* ist linkes Kind THEN

*origin* := left

    ENDIF

    bewege *curr* nach oben



ENDSWITCH

WHILE *origin* ≠ left

isAtEnd( )

  IF *curr*= dummy THEN

    RETURN true

  ENDIF

  RETURN false

reset( )

*curr*:=dummy

  WHILE *curr* hat linkes Kind DO

    bewege *curr* nach links

  ENDWHILE