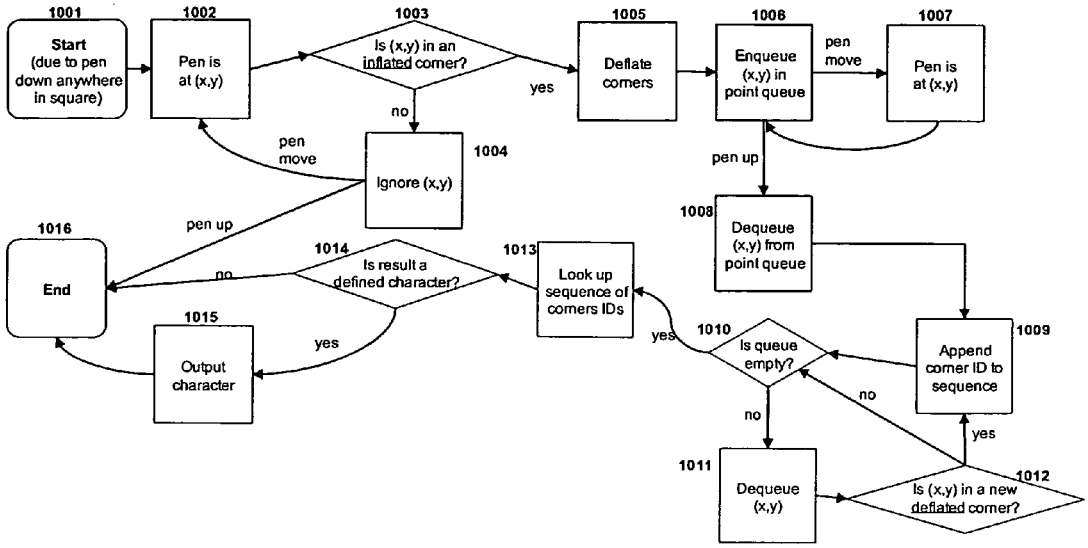
1001
Start (due to pen down anywhere in square)
1002
Pen is at (x,y)
1003
Is (x,y) in an inflated corner?
yes
no
1004
Ignore (x,y)
pen move
pen up
1005
Deflate corners
1006
Enqueue (x,y) in point queue
pen move
1007
Pen is at (x,y)
pen up
1008
Dequeue (x,y) from point queue
1009
Append corner ID to sequence
1010
Is queue empty?
yes
no
1011
Dequeue (x,y)
1012
Is (x,y) in a new deflated corner?
yes
no
1013
Look up sequence of corners IDs
1014
Is result a defined character?
no
yes
1015
Output character
1016
End

FIG. 9