On the Subject of The Cruel Code

Why do we now have three codes? Which should I type in? WHAT IS GOING ON? AAAAAAAAAAaaaaaaaaaaaaaaaaaaaaa

- To defuse this module, you need to input the correct code. The code can have at most four digits.
- To do that, take the displayed number at the top and follow the rules below.

1. Obtaining the numbers.
Check the display. You will see the 1st number, n1. Press "Q" once.
You will see the 2nd number, n2. Press "Q" again.
You will see the 3rd number, n3.
Don't press "Q" for a third time before you submit.
Otherwise, the module and numbers will reset with a strike.

2. Determining the code.
If $\lfloor\sqrt{n1}\rfloor = 35$, the code is the result of the digital root of(n1+n2+n3).
Otherwise, if the digital root of (n1) = the digital root of (n3), the code is the result of $\lfloor\sqrt{n3}\rfloor$.
Otherwise, if $\lfloor\sqrt{n2}\rfloor = \lfloor\sqrt{n3}\rfloor$, the code is the result of $\lfloor\sqrt{(n1+n2)}\rfloor$.
Otherwise, if Cruel Piano Keys or Mastermind Cruel is on the bomb, the code is the total whole seconds left on the bomb timer when you submit.
Otherwise, if the bomb was started on a Monday, and a lit BOB indicator is on the bomb, the code is 4321.
Otherwise, if exactly 12 solvable modules are on the bomb, the code is 19.
Otherwise, the code is the greater value between 1 and $\lfloor(\lfloor\sqrt{n2}\rfloor/\lfloor\sqrt{n1}\rfloor)\rfloor$. The digital root of (x) takes the digital root of a non-negative integer x.
$\sqrt{y}$ takes the principal square root of a non-negative real number y.
$\lfloor z\rfloor$ takes the greatest integer less than or equal to a real number z.

- Remove all of the decimals and submit the answer.