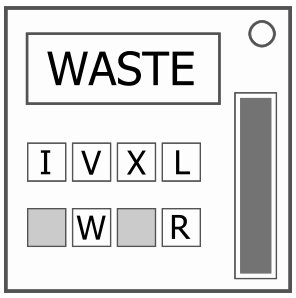
On the Subject of Waste Management



Fun fact — everything is less ambiguous when expressed as source code.

PAPER	
Has IND and b ≤ 4	+19
SND	+15
Parallel port	−44
b = 0 && ind ≤ 2	+154
SN# “SAVEMYWORLD” && consonants ≤ 2	+200
Morse module && time ≤ half of starting	−26
PLASTIC	
Even number of modules && empty pp	−17
FRQ && D < AA	+153
TRN && strikes ≠ 1	+91
FRK && strikes ≠ 2	+69
METAL	
BOB	+199
MSA	+92
CAR && no RJ	−200
dup port && no DVI	+153
FMN && (BOB && ports ≥ 6)	+99
FMN && (no BOB || ports < 6)	−84
SIG && time ≥ 1/5 of starting time	+99

```
RULES   (round away from zero)

if (Paper + Plastic + Metal > 695):
    recycle everything
    DONE
else if (Metal > 200)
    Metal recycle = .75 × Metal
    Metal waste = Metal - Metal recycle
else if (Metal < Paper)
    Paper recycle = Paper
    Paper = 0
    Metal waste = .25 × Metal
    Leftovers recycle = .5 × (Plastic + Metal - Metal waste)
    DONE

if (100 < Plastic < 300)
    Plastic recycle = .5 × plastic
    flag = true
else if (10 < Plastic < 100)
    Plastic waste = Plastic
    Plastic = 0

if (Paper < 65)
    if (flag)
        Paper recycle = Paper
        Paper = 0
    else
        Paper waste = Paper ÷ 3
        Paper = Paper - Paper waste

Leftover = Paper + Plastic + Metal
if (100 < Leftover < 300)
    Leftover recycle = Leftover
else
    Leftover waste = Leftover
```