On the Subject of Password Generator

Remember those useless and unnecessary password restrictions? 7355608 is much simpler and much more convenient.

This module contains a 7 digit 14 segment display, and keypad containing 6 letters from A-F, 6 symbols, a clear button, a submit button and a number pad.

<TEXT>

A B C 1 2 3

D E F 4 5 6

@ & ? 7 8 9

* // - CLR 0 SUB

Due to unknown reason, the password must contain:

- at least 5 characters but not more than 7 characters,
- at least one letter,
- at least one number, and
- at least one symbol.

Because of that, the bomb has forgot its password.

So it's up to you to help the bomb! The bomb will appreciate your work by disarming itself.

Below are the generalized password created by bombs.

Part I:

- 1. Take the first letter in the bomb's serial number.
- 2. Convert the letter into its alphanumeric position.
- 3. Take the number modulo 6, then add 1.
- 4. Convert the number back to letter using its alphanumeric position.

Part II:

- 1. Take the number of indicators, modulo 6 and add 1.
- 2. Convert the number into the alphabet based on its alphanumerical position.
- 3. Take the number of batteries, modulo 6 and add 1.
- 4. Convert the number into the alphabet based on its alphanumerical position.
- 5. Take the number of ports, modulo 6 and add 1.
- 6. Convert the number into the alphabet based on its alphanumerical position.
- 7. If there are two or more obtained numbers are the same, input the character in order of Ports, indicators and batteries.

 Otherwise, input them in reverse order.

Part III:

If there are Question Mark module on the bomb, the symbol is ?.

Otherwise, if there are Astrology module on the bomb, the symbol is *.

Otherwise, if there are modules that contains "Logic" or "Boolean" in its name on the bomb, the symbol is &.

Otherwise, if there are modules that contains "Code" in its name on the bomb, the symbol is /.

Otherwise, if there are modules that contains "Alphabet" in its name on the bomb, use @.

Otherwise, use -.

Part IV:

- 1. Take the number of solved* modules.
- 2. Take the number of unsolved* modules.
- 3. Take the number of minutes remaining* on the bomb.
- 4. Multiply those three numbers together.
- 5. Modulo 100.

Part V:

Take the last digit of the serial number.

To input the password, simply just catenate all 5 parts in order. However, if there are Bamboozled Again, UltraStores, or Ultimate Cycle module on the bomb, simply ignore all the rules and submit DEAD, appended with asterisks.

If the input is correct, the module will be disarmed. Otherwise, the module will give a strike and input will reset.

The module will also strike if you try to input more than 7 characters.

^{*}Calculated when "Submit" button is pressed.