

```
Float time  
Int cost  
Float tempTime  
Int tempCost
```

```
Cost = Math.ceil|Time| // 24 *24  
tempTime = Math.ceil|Time| % 24
```

```
If (x > 0 || x <= 2)  
    tempCost is 4  
Else If (x > 2 || x <= 4)  
    tempCost is 7  
Else If (x > 4 || x <= 20)  
    tempCost = 7 + math.ceil(tempTime - 4)  
Else If (x > 20 || x <= 23)  
    tempCost = 24
```

```
Cost += tempCost  
If (time < 0)  
    Cost += 36
```