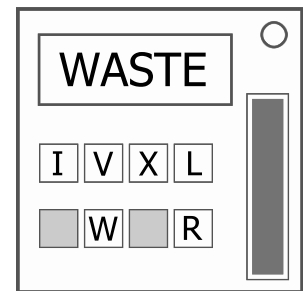


On the Subject of Waste Management

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

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