Fule Name	Fule Code	#	Input Name	Input Code	Output Name	Output Code
Coal	00001	#	Raw Iron	00111	Iron Ingot	01111
Blaze Rod	00010	#	Raw Gold	01000	Gold Ingot	10000
Dried Kelp Block	00011	#	Ancient Debris	01001	Netherite Scrap	10001
Charcoal	00100	#	Potato	01010	Baked Potato	10010
Planks	00101	#	Raw Beef	01011	Steak	10011
Log	00110	#	Raw Cod	01100	Cooked Cod	10100
		#	Cobblestone	01101	Stone	1110
		#	Stone	01110	Smooth Stone	10101
		#				
		#				
		#				
		#				
		#				
		#				
Above are the codes I think we should be able to implement in a reasonable amount of time						
I chose these because they are some of the most common recipes people use in Minecraft.						
An example input for smelting raw iron with a piece of coal would be:						
00001#00111						
The expected output would be an Iron Ingot which would have the code:						
01111						