

function getBlockChar(int blockType)

```
switch (blockType) {  
    case WOOD:  
        return '\u2592';  
    case LEAVES:  
        return '\u00A7';  
    case STONE:  
        return '\u2593';  
    case IRON_ORE:  
        return '\u00B0';  
    default:  
        return '-';  
}
```

1. Compare `blockType` parameter to valid recipes
 1. If it matches WOOD, return ANSI CODE `'\u2592'`
 2. If it matches LEAVES, return ANSI CODE `'\u00A7'`
 3. If it matches STONE, return ANSI CODE `'\u2593'`
 4. If it matches IRON_ORE, return ANSI CODE `'\u00B0'`
 5. By default, return `'-'`