

# void craftWoodenPlanks()

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## Java

```
public static void craftWoodenPlanks() {  
    if (inventoryContains(WOOD, 2)) {  
        removeItemsFromInventory(WOOD, 2);  
        addCraftedItem(CRAFTED_WOODEN_PLANKS);  
        System.out.println("Crafted Wooden Planks.");  
    } else {  
        System.out.println("Insufficient resources to craft Wooden  
Planks.");  
    }  
}
```

## Pseudocode

```
BEGIN  
  
IF `<list> inventory` contains at least 2 wood  
    Remove 2 wood from `<list> inventory`;  
    Add the crafted item 1 wooden planks to `<list> inventory`;  
    PRINT INFO "Crafted Wooden Planks.\n";  
ELSE  
    PRINT WARNING "Insufficient resources to craft Wooden Planks.\n";  
  
END
```

# Flowchart

