

void craftIronIngot()

Java

```
public static void craftIronIngot() {  
    if (inventoryContains(IRON_ORE, 3)) {  
        removeItemsFromInventory(IRON_ORE, 3);  
        addCraftedItem(CRAFTED_IRON_INGOT);  
        System.out.println("Crafted Iron Ingot.");  
    } else {  
        System.out.println("Insufficient resources to craft Iron Ingot.");  
    }  
}
```

Pseudocode

```
BEGIN  
  
IF `<list> inventory` contains at least 3 iron ore  
    Remove 3 iron ore from `<list> inventory`;  
    Add the crafted item 1 iron ingot to `<list> inventory`;  
    PRINT INFO "Crafted Iron Ingot.\n";  
ELSE  
    PRINT WARNING "Insufficient resources to craft Iron Ingot.\n";  
  
END
```

Flowchart

