getBlockTypeFromCraftedItem – function

pseudocode:

Switch on craftedItem

Case CRAFTED\_WOODEN\_PLANKS

Return 5

Case CRAFTED\_STICK

Return 6

Case CRAFTED\_IRON\_INGOT

Return 7

Default:

Return -1

flowchart:

Swich

(craftedItem)

CRAFTED\_WOODEN\_PLANKS

false

true

return 5

false

CRAFTED\_STICK

false

true

return 6

default

return -1

CRAFTED\_ IRON\_ INGOT

true

false

true

return 7

false