

Challenge

Create the following types of recipes: Patterned, Shapeless, with replacements, tool repair, a fuel, and a cookable item.

```
minetest.register_craft({  
    output = "mod:node #",  
    recipe = {  
        {"mod:node", "mod:node"},  
        {"mod:node", "mod:node"}  
    },  
    Replacements = {"mod:node", "mod:node"},  
})
```

Hints

```
minetest.register_craft({  
    type = "shapeless",  
    output = "mod:node #",  
    recipe = {"mod:node", "mod:node"},  
})
```

```
minetest.register_craft({  
    type = "fuel",  
    recipe = "mod:node",  
    burntime = #,  
})
```

```
minetest.register_craft({  
    type = "toolrepair",  
    additional_wear = -0.02,  
})
```

```
minetest.register_craft({  
    type = "cooking",  
    output = "mod:node #",  
    recipe = "mod:node",  
    cooktime = #,  
})
```

