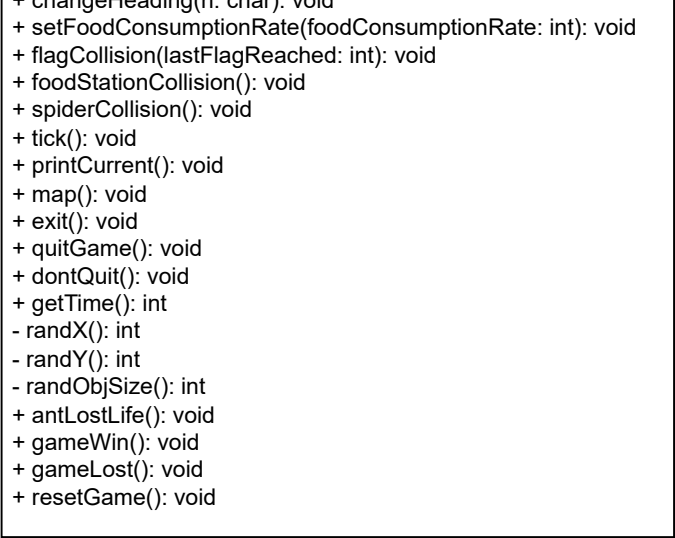


```
+ respond(): int  
+ move(): void  
+ toString(): String  
+ setFoodLevel(foodLevel: int): void
```



implements

