This flowchart models the flow of control through the following code segment found in the handleBoundary() method of the Tank class:

```
if (x < 0) {
    x = 0;
}
else if (x > SIGame.WIDTH) {
    x = SIGame.WIDTH;
}
```

x < 0
?

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x > SIGame.WIDTH
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x = 0

x = SIGame.WIDTH