```
        ┌─────────────┐
        │   Begin     │
        └─────────────┘
               │
               ▼
        ╱─────────────╱
       ╱     age     ╱
      ╱─────────────╱
               │
               ▼
    ┌─┬─────────────┬─┐
    │ │ getNumber   │ │
    │ │ OfHeads     │ │
    └─┴─────────────┴─┘
               │
               ▼
    ┌─┬─────────────┬─┐
    │ │ getNumber   │ │
    │ │ OfEyes      │ │
    └─┴─────────────┴─┘
               │
               ▼
    ┌─────────────────┐
    │    Heads        │
    │    Eyes         │
    └─────────∿───────┘
               │
               ▼
        ┌─────────────┐
        │    end      │
        └─────────────┘
```
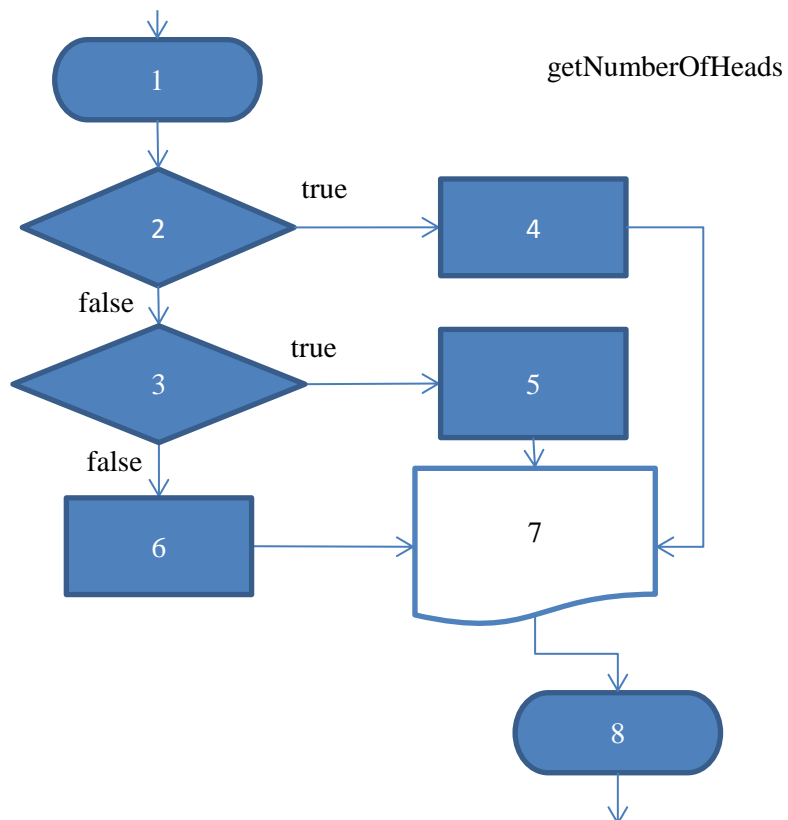
Dragon
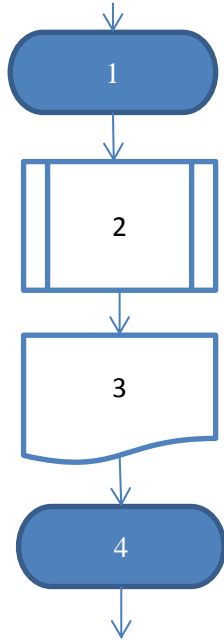
for getNumbersOfHeads

1. Begin
2. age>=300
3. age>=200
4. *HEADTH_ON_300+HEADTH_PER_YEAR_300_*(age-300)*
5. *HEADTH_ON_200+HEADTH_PER_YEAR_200_300*(age-200)*
6. *HEADTH_PER_YEAR_1_200*(age+1)*
7. end

getNumberOfHeads

for getNumbersOfHeads

1. begin
2. getNumberOfHeads
3. NumberOfHeads * <mark>EYES_IN_ONE_HEAD</mark>
4. end

getNumberOfEyes