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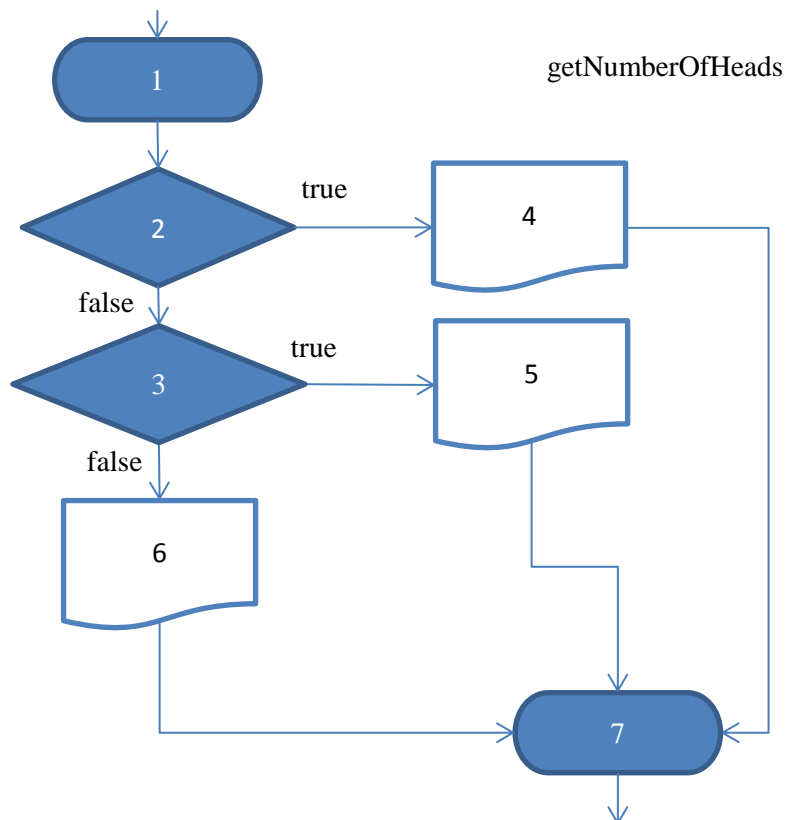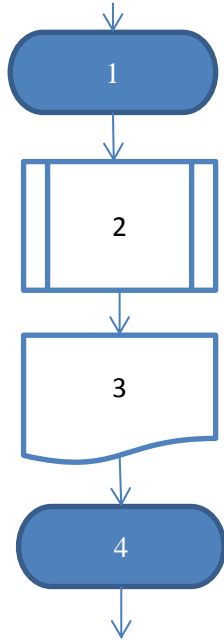
Dragon

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 * EYES_IN_ONE_HEAD
4. end

getNumberOfEyes