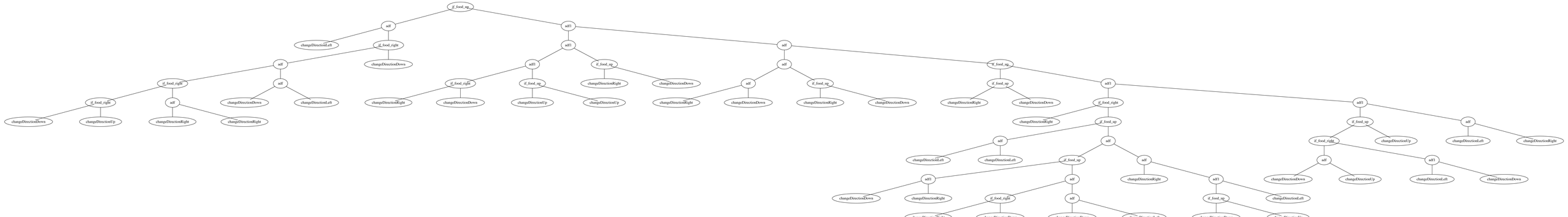
if_food_up_
adf
adf1
changeDirectionLeft
if_food_right
changeDirectionDown
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if_food_right
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changeDirectionDown
changeDirectionLeft
if_food_right
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changeDirectionUp
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if_food_up
changeDirectionRight
changeDirectionDown
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