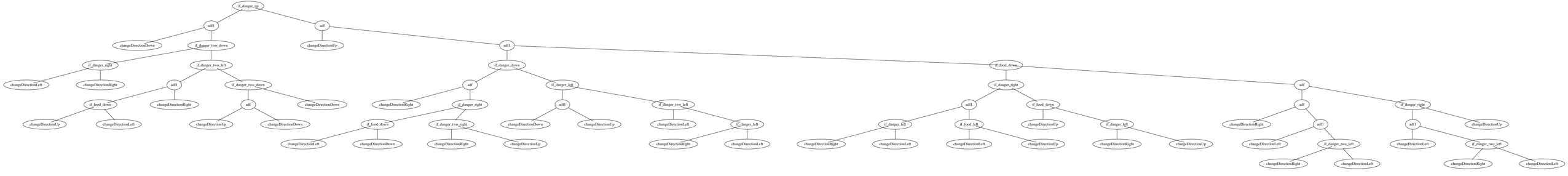
if_danger_up
add1
add
changeDirectionDown
if_danger_two_down
changeDirectionUp
if_danger_right
if_danger_two_left
changeDirectionLeft
changeDirectionRight
add1
if_danger_two_down
if_food_down
changeDirectionRight
add
changeDirectionDown
changeDirectionUp
changeDirectionLeft
changeDirectionUp
changeDirectionDown
add1
if_danger_down
if_food_down
add
if_danger_left
if_danger_right
if_food_down
if_danger_two_right
add1
if_danger_two_left
if_danger_left
changeDirectionLeft
changeDirectionDown
changeDirectionRight
changeDirectionUp
changeDirectionDown
changeDirectionUp
changeDirectionLeft
changeDirectionRight
changeDirectionLeft
if_food_down
if_danger_right
add
if_danger_right
add1
if_food_down
if_danger_left
if_food_left
if_danger_left
changeDirectionRight
changeDirectionLeft
changeDirectionLeft
changeDirectionUp
changeDirectionUp
changeDirectionRight
changeDirectionUp
add
add1
if_danger_right
changeDirectionRight
changeDirectionLeft
if_danger_two_left
add1
if_danger_two_left
changeDirectionUp
changeDirectionRight
changeDirectionLeft
changeDirectionLeft
changeDirectionRight
changeDirectionLeft