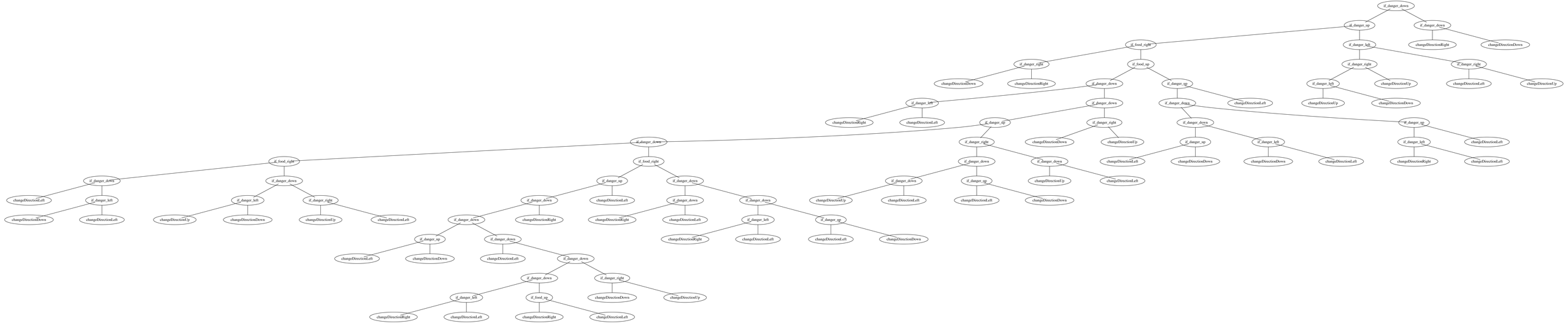
if_danger_down
if_danger_up
if_danger_down
changeDirectionRight
changeDirectionDown
if_food_right
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changeDirectionUp
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if_danger_right
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changeDirectionRight
if_food_up
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changeDirectionLeft
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if_danger_left
if_food_up
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