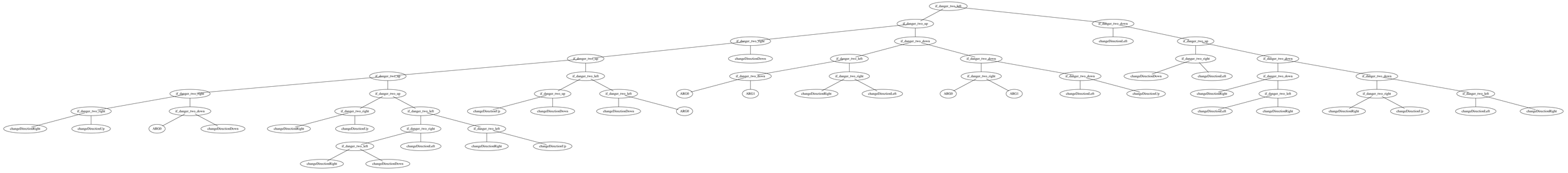
if_danger_two_left
if_danger_two_up
if_danger_two_down
if_danger_two_right
changeDirectionLeft
if_danger_two_up
if_danger_two_up
changeDirectionDown
if_danger_two_left
if_danger_two_down
if_danger_two_right
if_danger_two_down
if_danger_two_down
if_danger_two_left
if_danger_two_right
if_danger_two_down
if_danger_two_down
if_danger_two_up
if_danger_two_left
if_danger_two_up
if_danger_two_right
if_danger_two_down
if_danger_two_right
if_danger_two_down
if_danger_two_up
if_danger_two_left
ARG0
ARG1
changeDirectionRight
changeDirectionLeft
ARG0
ARG1
changeDirectionLeft
changeDirectionUp
changeDirectionDown
changeDirectionLeft
if_danger_two_down
if_danger_two_down
if_danger_two_right
if_danger_two_left
if_danger_two_right
if_danger_two_down
if_danger_two_right
if_danger_two_left
if_danger_two_right
if_danger_two_left
if_danger_two_right
if_danger_two_left
if_danger_two_left
changeDirectionRight
changeDirectionUp
ARG0
changeDirectionDown
changeDirectionRight
changeDirectionUp
changeDirectionUp
changeDirectionDown
changeDirectionDown
ARG0
if_danger_two_right
if_danger_two_left
if_danger_two_left
changeDirectionLeft
changeDirectionRight
changeDirectionRight
changeDirectionUp
changeDirectionLeft
changeDirectionRight
changeDirectionRight
changeDirectionDown
changeDirectionRight
changeDirectionUp