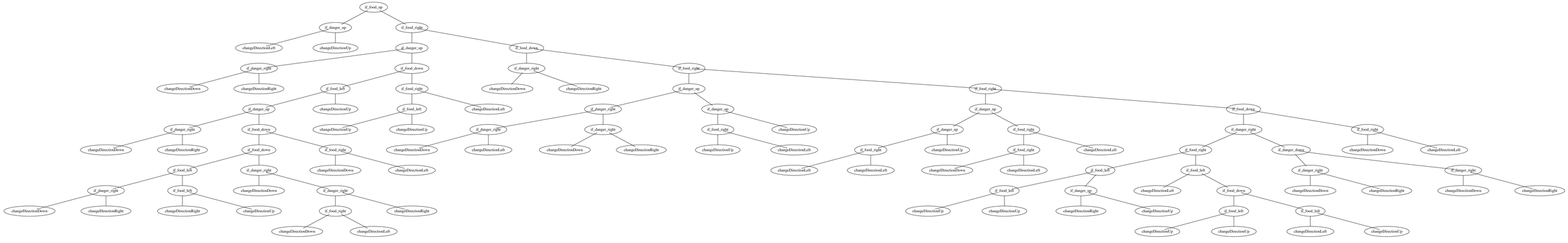
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if_danger_up
if_food_right
changeDirectionLeft
changeDirectionUp
if_danger_up
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changeDirectionUp
if_food_left
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if_danger_right
if_danger_up
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