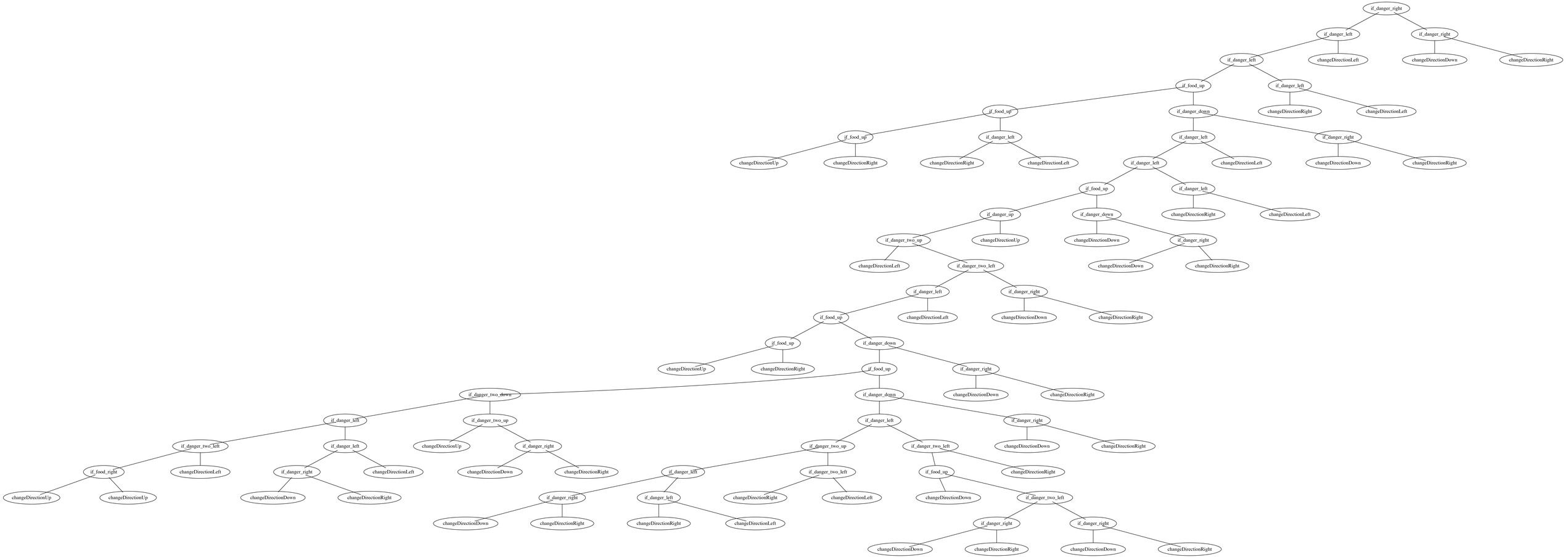
if_danger_right
if_danger_left
if_danger_right
if_danger_left
changeDirectionLeft
changeDirectionDown
changeDirectionRight
if_food_up
if_danger_left
changeDirectionRight
changeDirectionLeft
if_food_up
if_danger_down
if_food_up
if_danger_left
if_danger_left
if_danger_right
changeDirectionUp
changeDirectionRight
changeDirectionRight
changeDirectionLeft
if_danger_left
changeDirectionLeft
changeDirectionDown
changeDirectionRight
if_food_up
if_danger_left
if_danger_up
if_danger_down
changeDirectionRight
changeDirectionLeft
if_danger_two_up
changeDirectionUp
changeDirectionDown
if_danger_right
changeDirectionLeft
if_danger_two_left
changeDirectionDown
changeDirectionRight
if_danger_left
if_danger_right
if_food_up
changeDirectionLeft
changeDirectionDown
changeDirectionRight
if_food_up
if_danger_down
changeDirectionUp
changeDirectionRight
if_food_up
if_danger_right
if_danger_two_down
if_danger_down
changeDirectionDown
changeDirectionRight
if_danger_left
if_danger_two_up
if_danger_left
if_danger_right
if_danger_two_left
if_danger_left
if_danger_right
changeDirectionUp
if_danger_two_up
if_danger_two_left
changeDirectionDown
changeDirectionRight
if_food_right
changeDirectionLeft
if_danger_right
changeDirectionLeft
changeDirectionDown
changeDirectionRight
if_danger_left
if_danger_two_left
if_food_up
changeDirectionRight
changeDirectionUp
changeDirectionUp
changeDirectionDown
changeDirectionRight
if_danger_right
if_danger_left
changeDirectionRight
changeDirectionLeft
changeDirectionDown
if_danger_two_left
changeDirectionDown
changeDirectionRight
changeDirectionRight
changeDirectionLeft
if_danger_right
if_danger_right
changeDirectionDown
changeDirectionRight
changeDirectionDown
changeDirectionRight