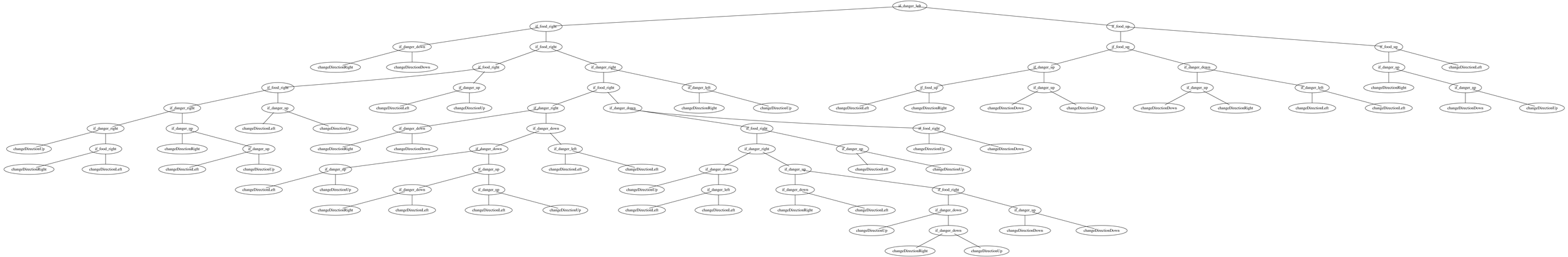
if_danger_left
if_food_right
if_food_up
if_danger_down
if_food_right
changeDirectionRight
changeDirectionDown
if_food_right
if_danger_right
if_food_right
if_danger_up
if_danger_right
if_danger_left
changeDirectionLeft
changeDirectionUp
changeDirectionRight
changeDirectionUp
if_food_up
if_danger_up
if_danger_down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