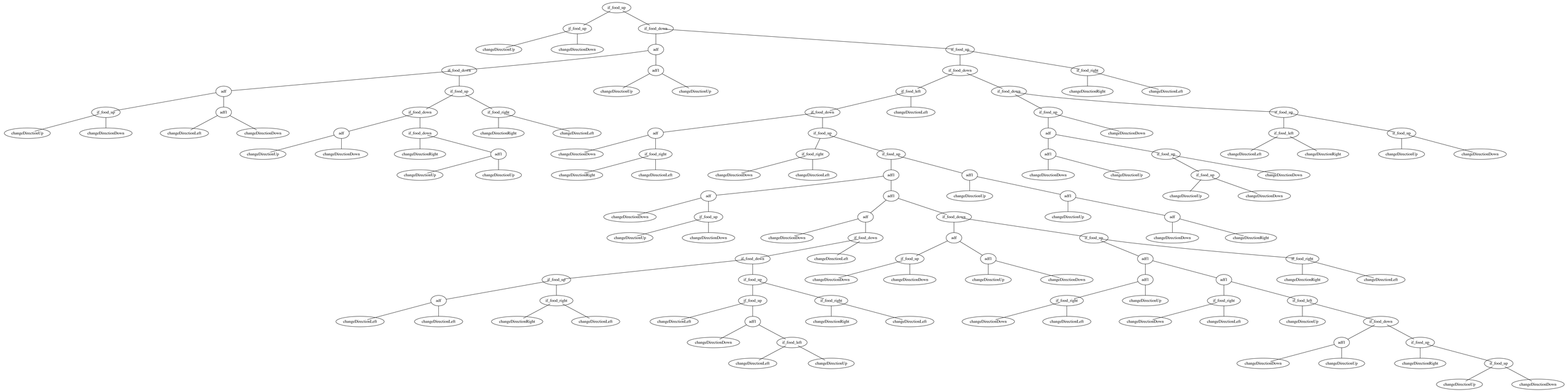
if_food_up
if_food_up
if_food_down
changeDirectionUp
changeDirectionDown
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if_food_up
if_food_down
if_food_right
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adf1
changeDirectionUp
changeDirectionUp
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changeDirectionUp
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