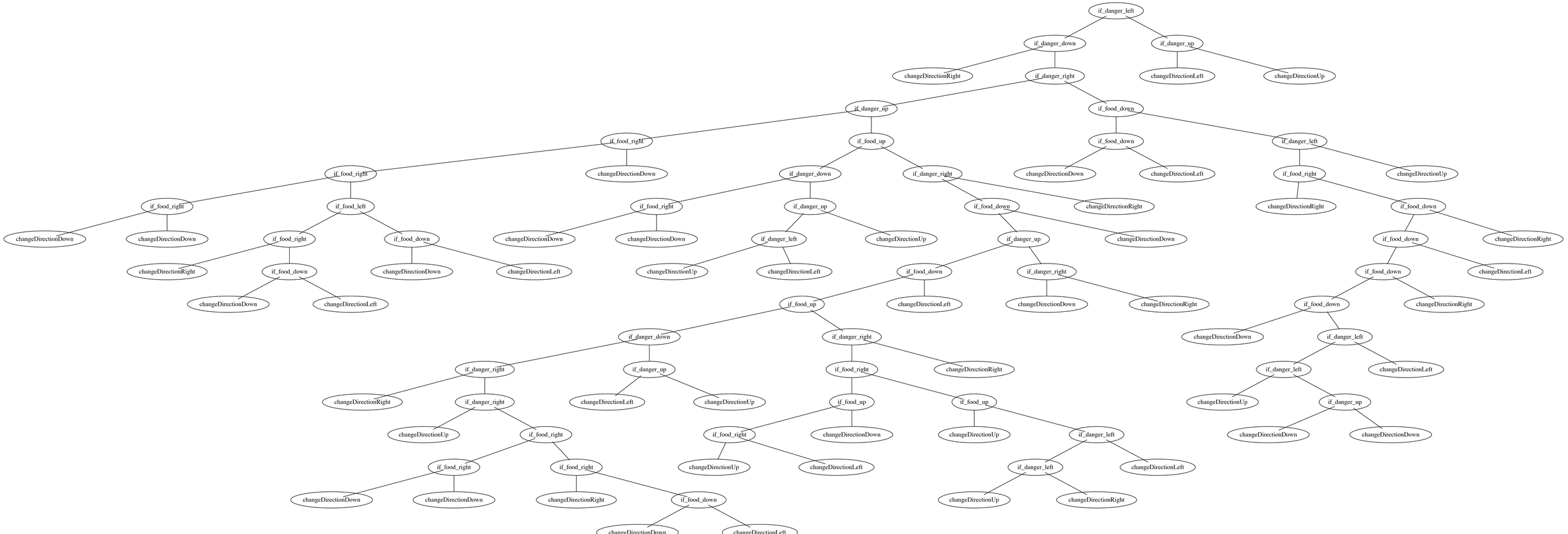
if_danger_left
if_danger_down
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changeDirectionRight
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changeDirectionLeft
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if_food_left
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if_danger_up
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if_food_up
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changeDirectionRight
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if_danger_down
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