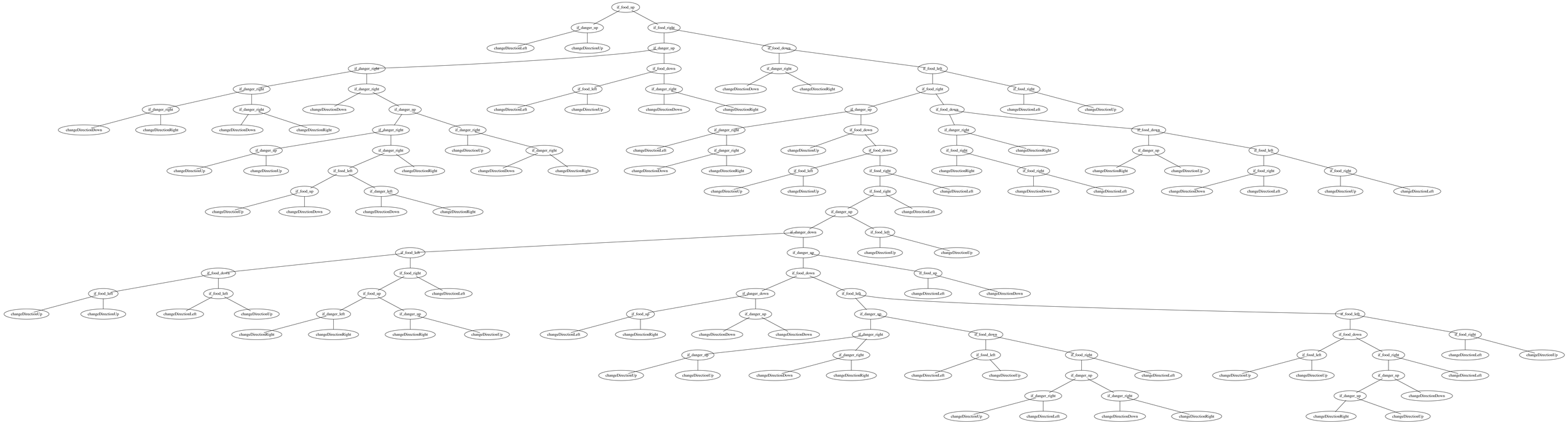
if_food_up
if_danger_up
if_food_right
changeDirectionLeft
changeDirectionUp
if_danger_up
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changeDirectionDown
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changeDirectionDown
if_danger_up
changeDirectionLeft
changeDirectionUp
changeDirectionDown
changeDirectionRight
if_danger_up
if_food_down
changeDirectionLeft
changeDirectionUp
changeDirectionDown
changeDirectionRight
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if_danger_up
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if_food_left
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