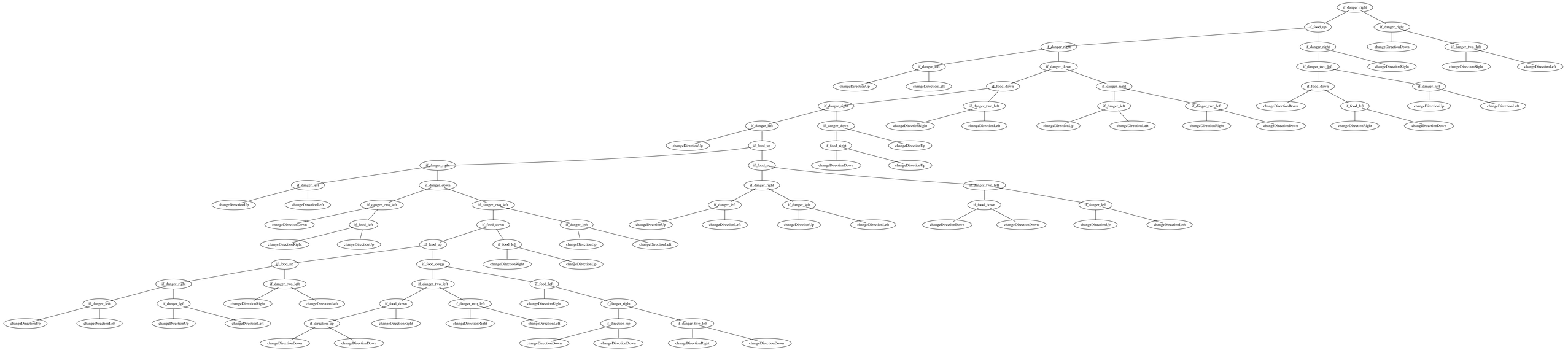
if_danger_right
if_food_up
if_danger_right
changeDirectionDown
if_danger_two_left
changeDirectionRight
changeDirectionLeft
if_danger_two_left
changeDirectionRight
if_danger_left
if_food_down
changeDirectionDown
if_food_left
changeDirectionUp
changeDirectionLeft
if_danger_right
if_danger_left
if_danger_down
changeDirectionUp
changeDirectionLeft
if_food_down
if_danger_right
if_danger_right
if_danger_two_left
if_danger_left
if_danger_two_left
changeDirectionRight
changeDirectionLeft
changeDirectionUp
changeDirectionLeft
changeDirectionRight
changeDirectionDown
if_danger_left
if_danger_down
changeDirectionUp
if_food_up
if_food_right
changeDirectionUp
changeDirectionDown
changeDirectionUp
if_danger_right
if_food_up
if_danger_right
if_danger_two_left
if_danger_left
changeDirectionUp
changeDirectionLeft
if_danger_down
if_danger_left
if_danger_left
if_food_down
if_danger_left
changeDirectionUp
changeDirectionLeft
changeDirectionUp
changeDirectionLeft
changeDirectionDown
changeDirectionDown
changeDirectionUp
changeDirectionLeft
changeDirectionDown
if_danger_two_left
if_food_left
if_food_down
if_danger_left
changeDirectionRight
changeDirectionUp
if_food_up
if_food_left
changeDirectionUp
changeDirectionLeft
if_food_up
if_food_down
changeDirectionRight
changeDirectionUp
if_danger_right
if_danger_two_left
if_danger_two_left
if_food_left
if_danger_left
if_danger_left
changeDirectionRight
changeDirectionLeft
if_food_down
if_danger_two_left
if_danger_right
changeDirectionUp
changeDirectionLeft
changeDirectionUp
changeDirectionLeft
if_direction_up
changeDirectionRight
changeDirectionRight
changeDirectionLeft
if_direction_up
if_danger_two_left
changeDirectionDown
changeDirectionDown
changeDirectionDown
changeDirectionDown
changeDirectionRight
changeDirectionDown