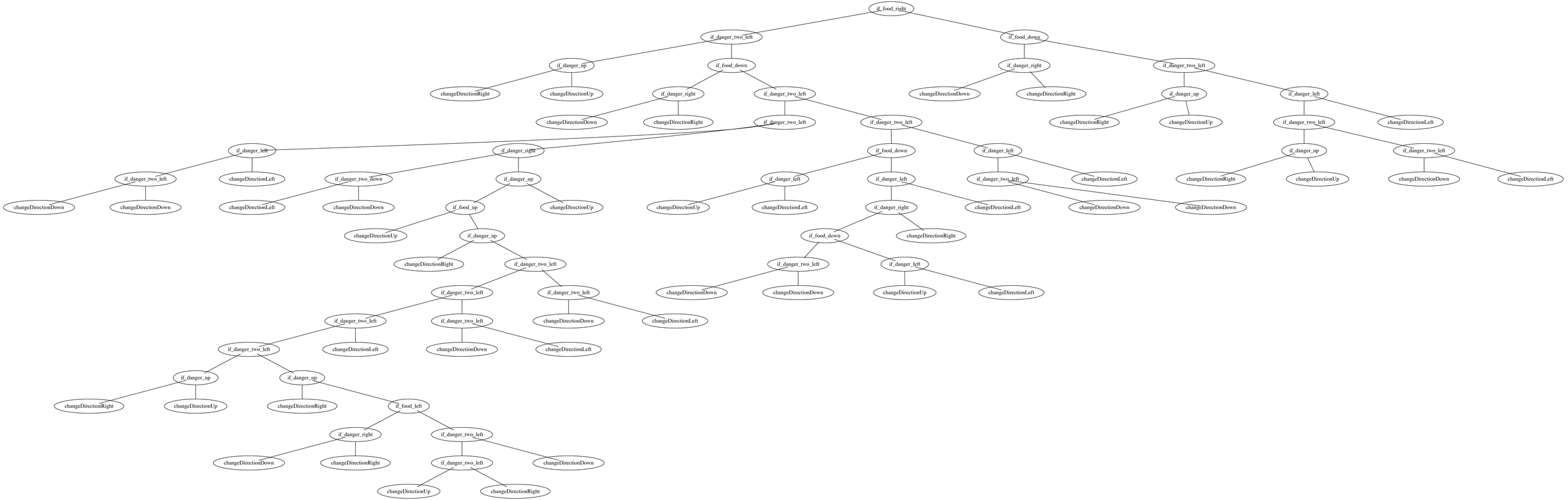
if_food_right
if_danger_two_left
if_food_down
if_danger_up
if_food_down
if_danger_right
if_danger_two_left
changeDirectionRight
changeDirectionUp
if_danger_right
if_danger_two_left
changeDirectionDown
changeDirectionRight
if_danger_up
if_danger_left
changeDirectionDown
changeDirectionRight
if_danger_two_left
if_danger_two_left
changeDirectionRight
changeDirectionUp
if_danger_two_left
changeDirectionLeft
if_danger_left
if_danger_right
if_danger_two_left
changeDirectionLeft
if_danger_two_down
if_danger_up
changeDirectionDown
changeDirectionDown
changeDirectionLeft
changeDirectionDown
if_food_up
changeDirectionUp
changeDirectionUp
if_danger_up
changeDirectionRight
if_danger_two_left
if_danger_two_left
if_danger_two_left
if_danger_two_left
changeDirectionLeft
if_danger_two_left
if_danger_two_left
changeDirectionDown
changeDirectionLeft
if_danger_two_left
changeDirectionLeft
changeDirectionDown
changeDirectionLeft
if_danger_up
if_danger_up
changeDirectionRight
changeDirectionUp
changeDirectionRight
if_food_left
if_danger_right
if_danger_two_left
changeDirectionDown
changeDirectionRight
if_danger_two_left
changeDirectionDown
changeDirectionUp
changeDirectionRight
if_food_down
if_danger_left
if_danger_left
if_danger_two_left
changeDirectionLeft
if_danger_left
if_danger_right
changeDirectionLeft
changeDirectionDown
changeDirectionDown
changeDirectionUp
changeDirectionLeft
if_danger_right
changeDirectionRight
if_food_down
changeDirectionRight
if_danger_two_left
if_danger_left
changeDirectionDown
changeDirectionDown
changeDirectionUp
changeDirectionLeft
if_danger_up
changeDirectionRight
changeDirectionUp
if_danger_two_left
changeDirectionDown
changeDirectionLeft