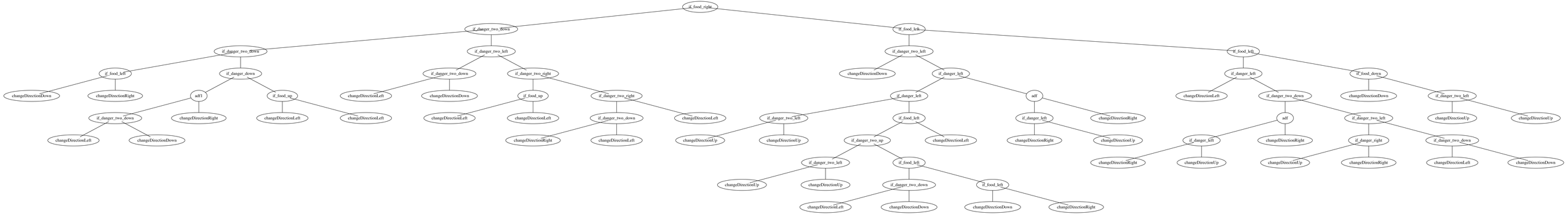
if_food_right
if_danger_two_down
if_food_left
if_danger_two_down
if_danger_two_left
if_danger_two_left
if_food_left
if_food_left
if_danger_down
if_danger_two_down
if_danger_two_right
changeDirectionDown
if_danger_left
if_danger_left
if_food_down
changeDirectionDown
changeDirectionRight
adf1
if_food_up
changeDirectionLeft
changeDirectionDown
if_food_up
if_danger_two_right
changeDirectionLeft
if_danger_two_down
adf
changeDirectionLeft
if_danger_two_down
if_danger_two_left
changeDirectionRight
changeDirectionLeft
changeDirectionLeft
changeDirectionLeft
changeDirectionLeft
if_danger_two_down
changeDirectionLeft
if_danger_two_left
if_food_left
if_danger_left
if_danger_two_left
changeDirectionUp
if_danger_two_left
changeDirectionUp
changeDirectionUp
changeDirectionUp
if_danger_two_up
changeDirectionLeft
if_danger_left
changeDirectionRight
changeDirectionUp
adf
if_danger_two_left
if_danger_two_down
changeDirectionRight
changeDirectionUp
if_danger_two_left
if_food_left
changeDirectionUp
changeDirectionUp
if_danger_two_down
if_food_left
if_danger_left
if_danger_right
if_danger_two_down
changeDirectionRight
changeDirectionUp
changeDirectionUp
changeDirectionRight
changeDirectionLeft
changeDirectionDown
changeDirectionLeft
changeDirectionDown
changeDirectionDown
changeDirectionRight