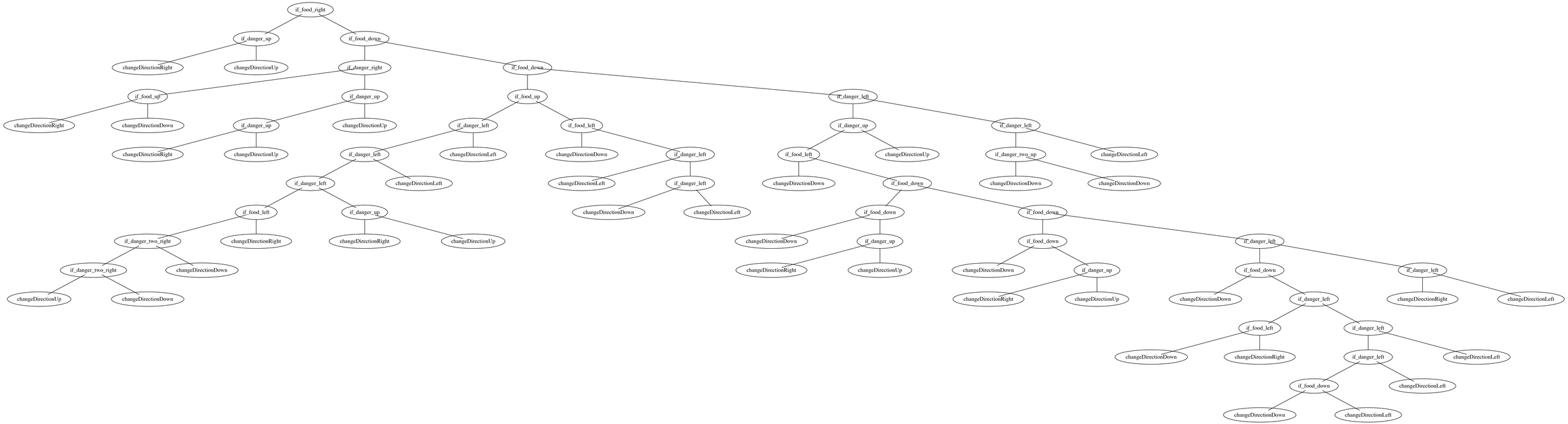
if_food_right
if_danger_up
if_food_down
changeDirectionRight
changeDirectionUp
if_danger_right
if_food_down
if_food_up
if_danger_up
if_food_up
if_danger_left
changeDirectionRight
changeDirectionDown
if_danger_up
changeDirectionUp
if_danger_left
if_food_left
if_danger_up
if_danger_left
if_danger_left
changeDirectionRight
changeDirectionUp
if_danger_left
changeDirectionLeft
changeDirectionDown
if_danger_left
if_food_left
changeDirectionUp
if_danger_two_up
changeDirectionLeft
if_danger_left
changeDirectionLeft
changeDirectionLeft
if_danger_left
if_food_left
changeDirectionDown
if_food_down
changeDirectionDown
changeDirectionDown
if_food_left
if_danger_up
changeDirectionDown
changeDirectionLeft
if_food_down
if_food_down
if_danger_two_right
changeDirectionRight
changeDirectionRight
changeDirectionUp
changeDirectionDown
if_danger_up
if_food_down
if_danger_left
if_danger_two_right
changeDirectionDown
changeDirectionRight
changeDirectionUp
changeDirectionDown
if_danger_up
if_food_down
if_danger_left
changeDirectionUp
changeDirectionDown
changeDirectionRight
changeDirectionUp
if_danger_left
if_food_left
if_danger_left
changeDirectionDown
changeDirectionRight
if_danger_left
changeDirectionLeft
if_food_down
changeDirectionLeft
changeDirectionDown
changeDirectionLeft