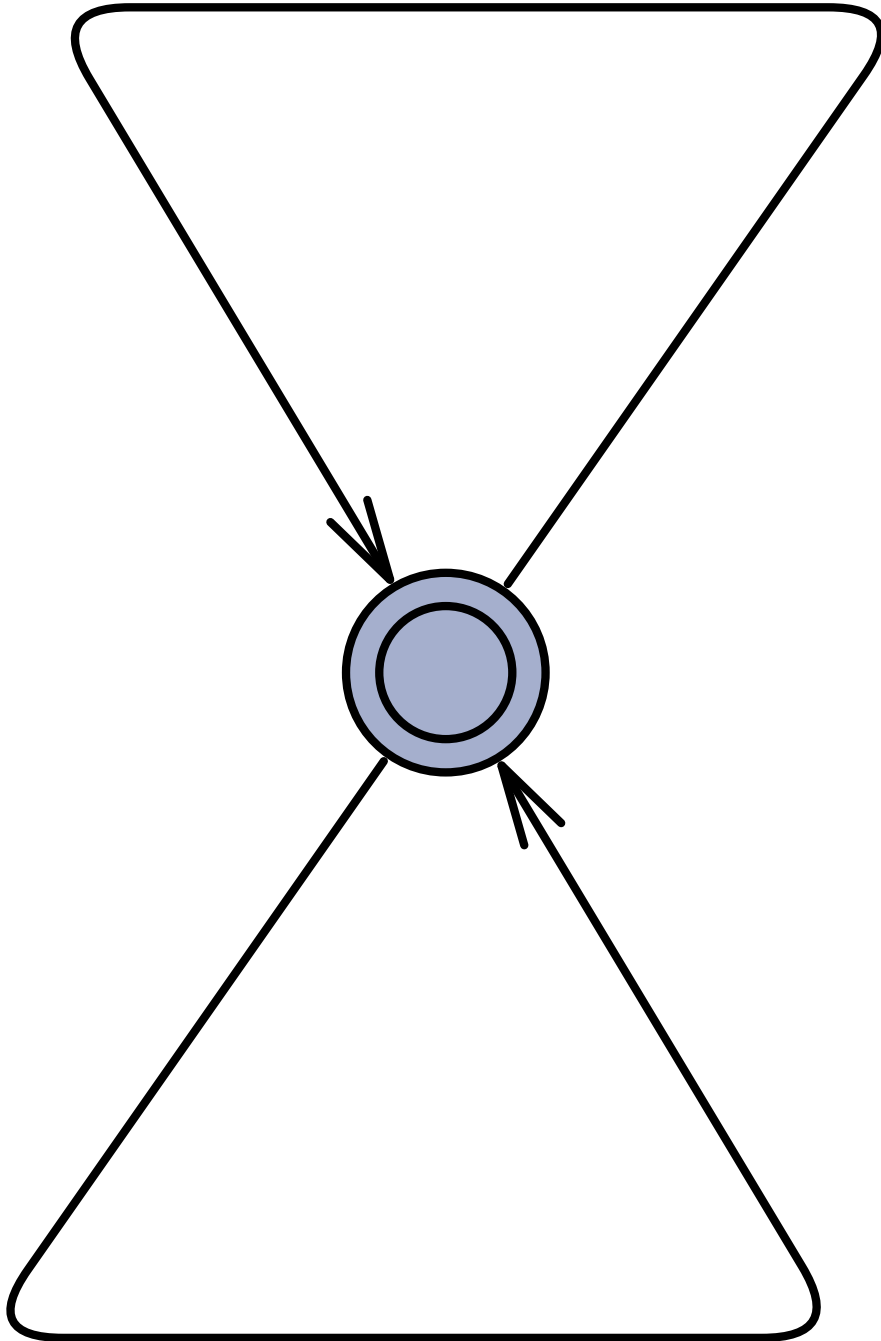


goUp?

reactant  $:=$  reactant + 1



goDown?

reactant  $:=$  reactant - 1