```
                        Block #0
r0 := @this
$d0 = java.lang.Math.random()
$d0 = $d0 * 3.0
$l0 = java.lang.Math.round($d0)
return $l0
```
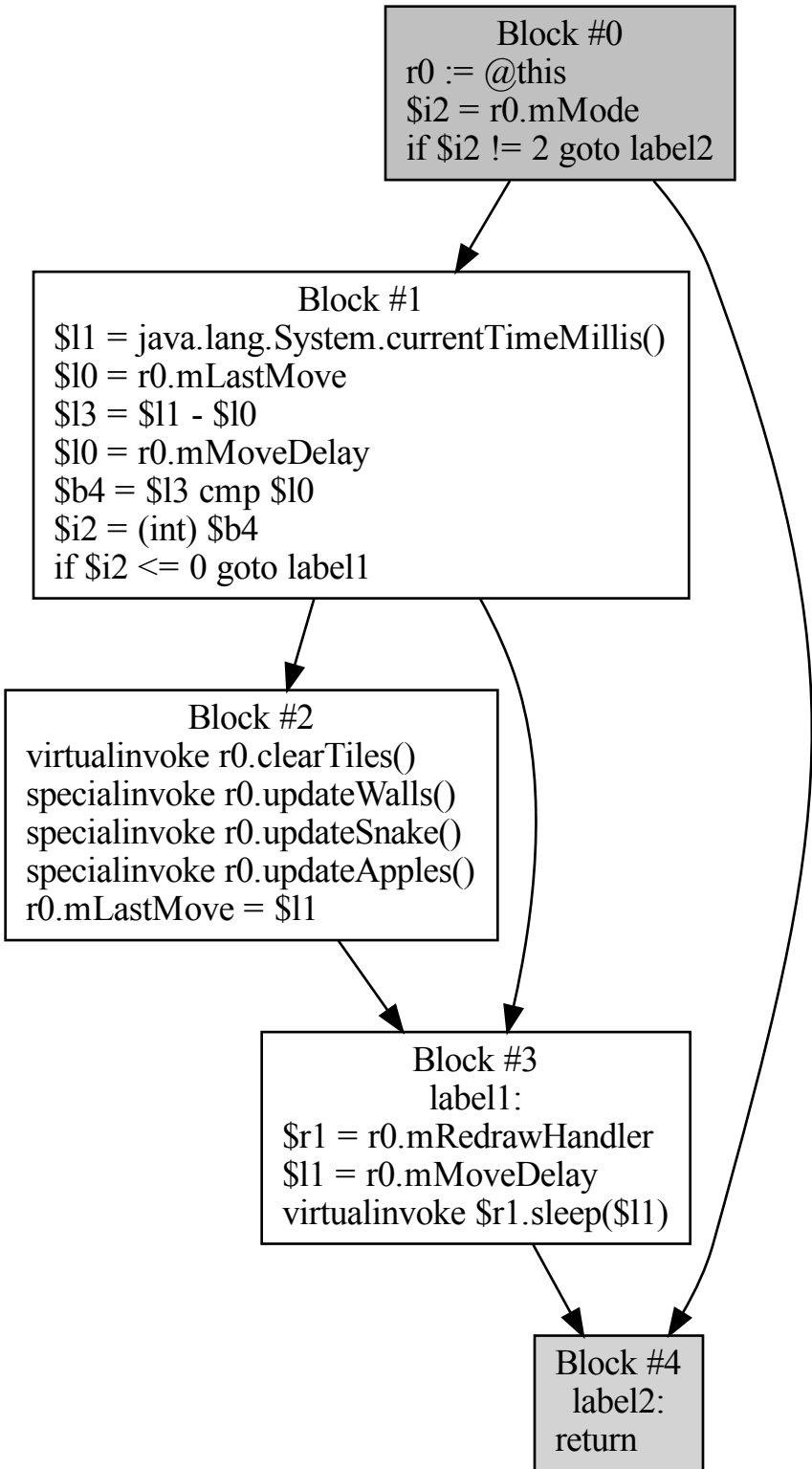
long tossACoin()

```
Block #0
r0 := @this
$i2 = r0.mMode
if $i2 != 2 goto label2
```

```
Block #1
$l1 = java.lang.System.currentTimeMillis()
$l0 = r0.mLastMove
$l3 = $l1 - $l0
$l0 = r0.mMoveDelay
$b4 = $l3 cmp $l0
$i2 = (int) $b4
if $i2 <= 0 goto label1
```

```
Block #2
virtualinvoke r0.clearTiles()
specialinvoke r0.updateWalls()
specialinvoke r0.updateSnake()
specialinvoke r0.updateApples()
r0.mLastMove = $l1
```

```
Block #3
label1:
$r1 = r0.mRedrawHandler
$l1 = r0.mMoveDelay
virtualinvoke $r1.sleep($l1)
```

```
Block #4
label2:
return
```

void update()