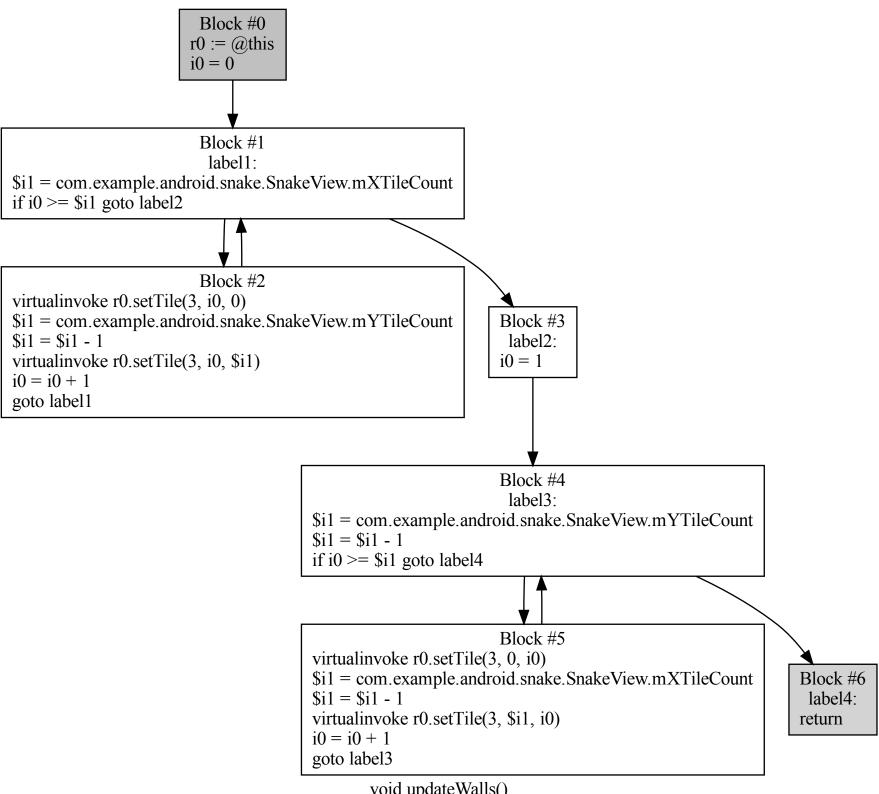
```
Block #0
r0 := @this
specialinvoke r0.<init>()
return
```

void <init>()



void updateWalls()