

Bot>>turnRight:

Bot>>pattern

[] in Bot>>pattern4 {[self pattern]}

SmallInteger(Integer)>>timesRepeat:

Bot>>pattern4

Proceed

Restart

Into

Over

Through

Full Stack

Where

turnRight: degrees 90

"change the direction of the receiver by a certain degrees.
Like in basic trigonometry, when degrees is a positive number
the direction changes anticlockwise, when the degrees is a
negative number the direction changes clockwise"

self turn: degrees negated.

self
all inst va
bounds
owner

a Bot(3115)
direction: 90
position: 690@377

thisContext
all temp va
degrees

Bot>>turnRight: