

Bot>>turnRight:

Bot>>pattern

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

SmallInteger(Integer)>>timesRepeat:

Bot>>pattern4

Proceed

Restart

Into

Over

Through

Full Stack

Where

**turnRight:** degrees

"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 vars  
bounds  
owner

a Bot(126) direction: 0  
position: 790@477

**thisContext**  
all temp vars  
degrees

Bot>>turnRight: