



Halt



Bot>>pattern

```
[] in Bot>>pattern4 {[self pattern]}
SmallInteger(Integer)>>timesRepeat:
Bot>>pattern4
UndefinedObject>>DoIt
```

Proceed

Restart

Into

Over

Through

Full Stack

Where

**pattern**

"draws a pattern"

```
self go: 500.
self turnRight: 90.
self go: 100.
self turnRight: 90.
self go: 50.
self turnRight: 90.
self go: 50.
self halt.
self turnRight: 90.
```

self  
all inst va  
bounds  
owner

a Bot(3115)  
direction: 90  
position: 765@-48

thisContext  
all temp va

Bot>>pattern