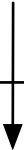```
...
pica square: 100.
....
```

An argument: the number 100
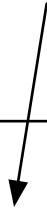
A parameter: the variable distance

```
square: distance

    4 timesRepeat:
        [self go: distance.
        self turn: 90]
```

A parameter: the variable length

```
doublesquare: length

    self square: length.
    ....
```

An argument: the value of the variable length