X 🖳 **MessageNotUnderstood: UndefinedObject»adaptToPoint:ar** 🗗 🅞

```
UndefinedObject(Object)»doesNotUnderstand: #adaptToPoint:andSend
Point»*
Bot»positionIfGo:
Bot»go:
Bot»pattern
```

| Proceed | Restart | Into | Over | Through | Full Stack | Where |

```
go: distance
    "make the receiver goes forward from a given distance"

    self goTo: (self positionIfGo: distance)
```

self		thisContext	
all inst vars		all temp vars	
bounds		distance	