```
left  := OppositeObject new.
right := OppositeObject new.
```

<u>left</u> **: Opposite Object**	<u>right</u> **: Opposite Object**
opposite = nil	opposite = nil

```
left opposite: right.
```

<u>left</u> **: Opposite Object**	<u>right</u> **: Opposite Object**
opposite = right	opposite = left

```
right opposite: nil.
```

<u>left</u> **: Opposite Object**	<u>right</u> **: Opposite Object**
opposite = nil	opposite = nil