

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

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

opposite = nil
----------------

```
left opposite: right.
```

<u>left: Opposite Object</u>
------------------------------

opposite = right
------------------

<u>right: Opposite Object</u>
-------------------------------

opposite = left
-----------------

```
right opposite: nil.
```

<u>left: Opposite Object</u>
------------------------------

opposite = nil
----------------

<u>right: Opposite Object</u>
-------------------------------

opposite = nil
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