```
start
    I res I
     self traceCr: 'start start'.
     res := self defineBlock.
    self traceCr: 'start end'.
     ^ res
                                     sender
defineBlock
    I res I
                                                                            homeContext
     self traceCr: 'defineBlock start'.
    res := self arg: [ self traceCr: 'block start'.
                  1 isZero ifFalse: [ ^ 33 ].
                                                                      [ self traceCr: 'block
                  self traceCr: 'block end'. ].
                                                                      start'.
    self traceCr: 'defineBlock end'.
                                                                      1 isZero ifFalse: [ ^ 33 ].
     ^ res
                                                                      self traceCr: 'block end'. ] .
                                     sender
                                                                     returns to the method that
                                                                     invoked the block's home
arg: aBlock
                                                                     context method
     I res I
     self traceCr: 'arg start'.
     res := self executeBlock: aBlock.
     self traceCr: 'arg end'.
     ^ res
                                     sender
executeBlock: aBlock
     l res l
                                                                          self traceCr: 'block
     self traceCr: 'executeBlock: start'.
    res := self executeBlock: aBlock value. f
                                                                          start'.
                                                                          1 isZero ifFalse: [ ^ 33 ].
     self traceCr: 'executeBlock: should never get here'.
                                                                          self traceCr: 'block end'. ] /
     ^ res
            Code line legend:
                                               Context
                                                                           Block
             italic: already executed
                                                    executeBlock: aBlock
             bold: current execution
             plain: future
```