

Rectangle / #width

<01> pushRcvr: 1 — push the value of the receiver's second instance variable (corner) onto the stack

<7E> send: x — send the unary message x

<00> pushRcvr: 0 — push the value of the receiver's first instance variable (origin) onto the stack

<7E> send| x — send the unary message x

<61> send| — — send the binary message—

<5C> returnTop— return the object on top of the stack as the value of the message (width)