instructionPointer ———————➤ `<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