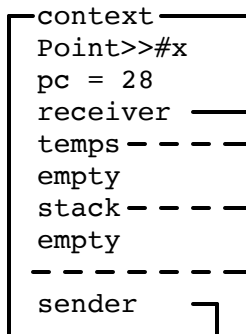


→ 28 push instance variable: x  
29 return top of stack



25 push instance variable: corner  
26 send: x  
→ 27 pop into temporary: cornerX  
28 push instance variable: origin  
29 send: x  
30 pop into temporary: originX  
31 push temporary: cornerX  
32 push temporary: originX  
33 send: -  
34 returnTop

