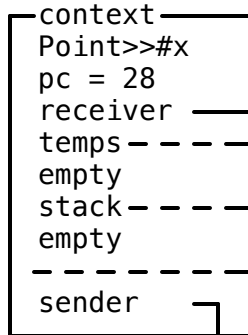


→ 28 push instance variable: x
29 return top of stack



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

