

IP → <01> pushRcvr 1 – push the receiver's 2nd instance variable (corner)
<7E> send 'x' – send the message x
<00> pushRcvr 0 – push the receiver's 1st instance variable (origin)
<7E> send 'x' – send the message x
<61> send '–' – send the message –
<5C> returnTop