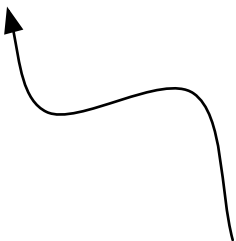


```
#( #ObjClass #ObjPoint #ObjObject #(class  
x y) #(:x :y) nil )
```



```
#(Point 100 200)
```

offsetFromObjectOfInstanceVariable: #x

```
>>> 2
```