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to " @ARGO @ARG1 (: "@ARGO. @CODE 9 :@ARG1. @CODE 10)
"@CLASS @PC @MODE @MESSAGE @GLOBAL @RETURN @INSTANCE @TITLE @DO @USER
@CODE @MASTER @INTEGER @LIST @PNAME @SELF or and mod
"., /; :- []-!|! #!$%*'@=()**+?<>)
to PUT @ARGO @ARG1 @ARG2 (: @ARGO. :@ARG1. :@ARG2. @CODE 12)
to # @ARGO (: @ARGO.)
PUT #@USER @TITLE "@USER
PUT #@LIST "@DO" (@CODE 3 : @ARGO. @CODE 33)
PUT #@LIST @TITLE "@LIST
PUT #@INTEGER "@DO" (@CODE 4 : @ARG1. @CODE 5)
PUT #@INTEGER @TITLE "@INTEGER
PUT #to @TITLE "to
to : @TOKEN? (: "@TOKEN?. @CODE 18 @CODE 20)
to LIT @ARGO (: @ARGO. @CODE 13)
to REM @ARGO (: "@ARGO. @CODE 14)
PUT #@INTEGER REM @ARGO LIT 7
PUT #@INTEGER REM @ARG1 LIT 8
PUT #@LIST REM @ARGO LIT 7
PUT #@LIST REM @ARG1 LIT 8
to MEM @ARGO @ARG1 (: @ARGO. @CODE 26 : @ARG1. @CODE 27)
to EMPTY @ARGO @ARG1 (@CODE 11 : @ARG1. @CODE 17)
to ? @ARGO (: @ARGO. @CODE 1)
to STOP (@CODE 8)
to print @ARGO (: @ARGO. @CODE 0)
to read (@CODE 2)
to again (@CODE 6)
to eval @ARGO (: @ARGO.)
to - @ARGO (: @ARGO. 0-@ARGO)
to do @ARGO @ARG1 @ARG2 (: @ARGO. : #@ARG1. @CODE 25 *)
to right @ARGO (: @ARGO. @CODE 21)
to go @ARGO (: @ARGO. @CODE 22)
to TURT@ @ARGO (: @ARGO. @CODE 23)
to penup (TURT@ 0)
to pendn (TURT@ 1)
to home (TURT@ 2)
to up (TURT@ 3)
to erase (TURT@ 4)
to black (ink 0-1)
to white (ink 0)
to ink @ARGO (: @ARGO. @CODE 32)
to GET @ARGO @ARG1 (: @ARGO. : @ARG1. @CODE 28)
to NEXT @ARGO (: #@ARGO. @CODE 29)
to STORE @ARGO @ARG1 (: @ARGO. : @ARG1. @CODE 30)
to EDIT @ARGO (: #@ARGO. "EDPTR-GET #@ARGO "@DO)
to P @ARGO (: @ARGO. do @ARGO ("EDPTR-NEXT EDPTR))
to R @ARGO (: "@ARGO. STORE #EDPTR #@ARGO)
to D ("EDPTR-POINT EDPTR)
to trace (@CODE 34)
to POINT @ARGO (: #@ARGO. @CODE 31)
to draw (@CODE 24)
to core ((MEM 49)-MEM 48)
to if exp (: exp? (@then? (: exp. @else? (: ". exp)exp)print "(no then!))
@then? (: ". @else? (: exp)EMPTY)print "(no then!))
to OVERLAY i (: i. @CODE 15)
to ED (OVERLAY 0)
to MON (OVERLAY 1)
to OCG (OVERLAY 2)
to ANS (OVERLAY 3)
to NAN (OVERLAY 4)
to ITW (OVERLAY 5)
to SET (OVERLAY 6)
to OV1 (OVERLAY 7)
to OV2 (OVERLAY 8)
to OV3 (OVERLAY 9)
"(July 20 version / good luck!) STOP

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