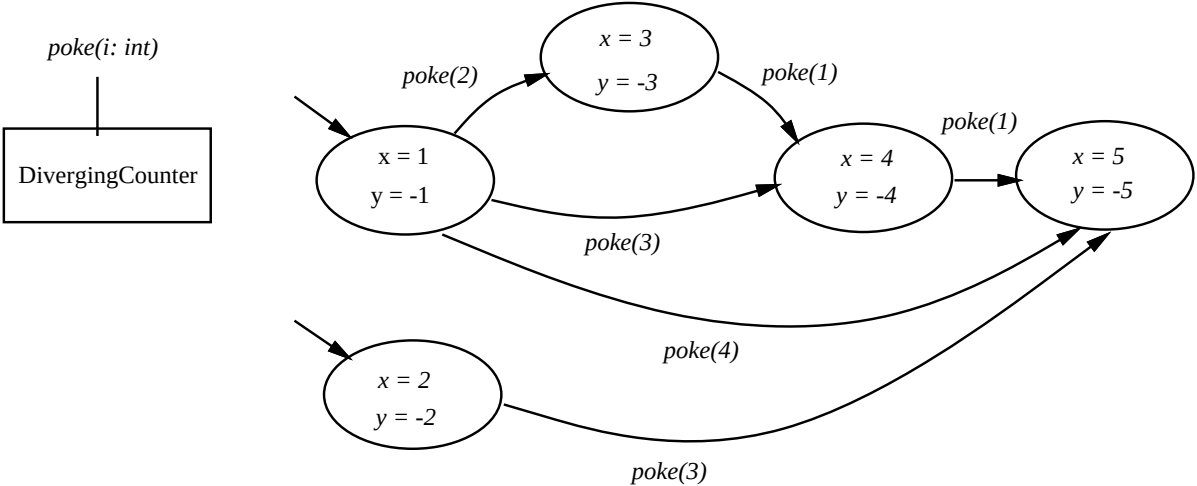
poke(i: int)
DivergingCounter
x = 3
y = -3
poke(2)
poke(1)
poke(1)
x = 1
y = -1
x = 4
y = -4
x = 5
y = -5
poke(3)
poke(4)
x = 2
y = -2
poke(3)