

Lesson 3

Worksheet 1

Here is the new code for your project:

```
[...]

class Star(pytch.Sprite):
    Costumes = ["star.png"]

    @pytch.when_green_flag_clicked
    def play(self):
        self.go_to_xy(-100, 100)
        self.set_size(0.4)
        self.say_for_seconds(random.randint(1, 5), 1)

        while True:
            self.glide_to_xy(-240, -180, 3)
            self.glide_to_xy(240, 180, 3)

[...]
```

Write out *exactly* what you think will happen when you click the green “Run” button.