

Lesson 2

Worksheet 2

Part 1

1. How does varying the number in `self.change_x` affect what happens? Try it with: Positive numbers, negative numbers, big numbers, small numbers and 0. What do you think this value represents?

2. What happens if we increase the number in `self.set_size`? N.B. If you write `self.set_size(1)` the bird will be showed to his normal size. Try big numbers, small numbers. What numbers would you use to make it half size or double size?
 - What numbers would you use to make it half size or double size? What other numbers work?

 - What do you think it will happen if the number is 0?

3. What happens if you change the name of the function `move_right` to `movement_right`? Does it change what the program does? Why?

4. How does `@pytch.when_key_pressed` work if you hold down the ArrowRight key (key repeat)?

Part 2

5. What happens if you change the name of the last function from “move_down” to “move_right” ? Does it matter if two functions have the same name?

6. What happens if you use a regular key instead of “ArrowDown” (for instance “a”)?
NB: It has to be a single letter or a special name like “ArrowUp”.

7. What happens if you change the position of the scripts?
 - For instance moving the function for the event “when_green_flag_clicked” at the end of your code
 - Does it change what the program does?