

Lesson 5

Worksheet 2

1. **Why do we need to have the "while" commands in in the check_catch and check_caught scripts? What do you think the Sprites would do if we removed them (you can try it and see).** (Hint: how many times does the Bird check whether it is touching the Star?)
2. **What happens in the Bird's check_catch script if you change while True to while False ?**
3. **Does the name given to the scripts (check_catch and check_caught) help you to understand what happens within the code? Do you think giving good names to scripts is important? Can you suggest some other names you could use for these scripts?**
4. **What happens if you remove the "pytch.wait_seconds(0.1)" command?** (Hint: it matters right at the start of the program, when you press the green flag).

5. You may have noticed we added a `self.show()` in the Star's play script. What do you think this does, and how does it work together with the `self.hide()` in the script `check_caught`?