

## Lesson 6

### Worksheet 2

1. **Bowl: Why do we need `if self.x_position >= -190` ? What happens to the bowl movement if we remove it? What happen if we replace the value -190 with -100?**
2. **What happen if you change the numbers in `self.change_x` (Bowl) and `self.change_y` (Apple)? What happen if you write `change_y` instead of `change_x` in Bowl?**
3. **What happen if you change the `while True` in the Apple's script to `while self.y_position > 0` ? Why?**
4. **If you invert the nesting of the if statements in the Bowl like below what changes (and why)?**

```
while True:
    if self.x_position > -190
        if pytch.key_pressed("ArrowLeft"):
            self.change_x(-2)
```