# Lesson 6

## Worksheet 2

1. **Why do we use *if self.x\_position > -190:* in the Bowl? What happens to the bowl movement if we don’t do this check (try removing it)? What happen if we replace the value -190 with different numbers (for example, -100)?**
2. **What happens if you change the numbers in *self.change\_x* (Bowl) and *self.change\_y* (Apple)? What happen if you write *self.change\_y* instead of *self.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?**

1. **If you swap the order of the *if* statements in the Bowl like below, what changes (and why)?**

**while** True**:**  
 **if** self**.**x\_position **>** **-**190**:**  
 **if** self**.**key\_pressed**(**"ArrowLeft"**):**  
 self**.**change\_x**(-**2**)**