# Lesson 6

## Worksheet 1

Here is your Pytch project code:

**import pytch**

**import random**

**class Bowl(pytch.Sprite):**

**Costumes = ["bowl.png"]**

**@pytch.when\_green\_flag\_clicked**

**def move\_with\_keys(self):**

**self.go\_to\_xy(0, -145)**

**while True:**

**if pytch.key\_pressed("ArrowLeft"):**

**if self.x\_position > -190:**

**self.change\_x(-2)**

**class Apple(pytch.Sprite):**

**Costumes = ["apple.png"]**

**@pytch.when\_green\_flag\_clicked**

**def move\_down\_stage(self):**

**self.go\_to\_xy(0, 200)**

**while True:**

**self.change\_y(-3)**

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