

Lesson 4

Worksheet 1

Here is the code from the Bird class:

```
[...]

class Bird(pytch.Sprite):
    Costumes = ["bird.png"]
    speed = 3

[.]

@pytch.when_key_pressed("ArrowRight")
def move_right(self):
    self.change_x(self.speed)

@pytch.when_key_pressed("ArrowDown")
def move_down(self):
    self.change_y(-self.speed)

[.]
```

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