

Lesson 7

Worksheet 1

Here is your Pytch project code:

[...]

```
class Fruit(pytch.Sprite):
    Costumes = ["apple.png", "orange.png"]
    score = 0
    @pytch.when_green_flag_clicked
    def move_down_stage(self):
        while True:
            self.switch_costume(1)
            self.go_to_xy(random.randint(-190, 190), 200)
            self.show()
            while self.y_position > -140:
                self.change_y(-3)
                self.say(self.score)
                if self.touching(Bowl):
                    self.score = self.score + 5
                    self.hide()
```

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