

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.