# Lesson 2

## Worksheet 2

**Part 1**

1. **How does varying the number in self.change\_x affect what happens? Try it with: Positive numbers, negative numbers, big numbers, small numbers and 0. What do you think this value represents?**
2. **What happens if we increase the number in self.set\_size? N.B. If you write self.set\_size(1) the bird will be showed to his normal size. Try big numbers, small numbers. What numbers would you use to make it half size or double size?**

* **What numbers would you use to make it half size or double size? What other numbers work?**
* **What do you think it will happen if the number is 0?**

1. **What happens if you change the name of the function move\_right to movement\_right? Does it change what the program does? Why?**
2. **How does @pytch.when\_key\_pressed work if you hold down the ArrowRight key (key repeat)?**

**Part 2**

1. **What happens if you change the name of the last function from “move\_down” to “move\_right” ? Does it matter if two functions have the same name?**
2. **What happens if you use a regular key instead of “ArrowDown” (for instance “a”)? NB: It has to be a single letter or a special name like “ArrowUp”.**
3. **What happens if you change the position of the scripts?**
   * **For instance moving the function for the event “when\_green\_flag\_clicked” at the end of your code**
   * **Does it change what the program does?**