# Lesson 6

## Worksheet 2

1. **Bowl: Why do we need if self.x\_position >= -190: ? What happens to the bowl movement if we remove it? What happen if we replace the value -190 with -100?**
2. **What happen if you change the numbers in self.change\_x (Bowl) and self.change\_y (Apple)? What happen if you write change\_y instead of change\_x in Bowl?**
3. **What happen if you change the while True in the Apple’s script to**

**while self.y\_position > 0 ? Why?**

1. **If you invert the nesting of the if statements in the Bowl like below what changes (and why)?**

**while True:**

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

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

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