# Lesson 7

## Worksheet 2

1. **We changed the sprite name to Fruit. Did that change anything in how the program works? If not, why do you think we did it?**
2. **Why does the sprite look like an orange and not an apple? Experiment with the number in switch\_costume being 1 and 0, how does it work?**
3. **If you move ‘switch\_costume’ as shown below:**

**def move\_down\_stage(self):**

**self.switch\_costume(1)**

**while True:**

**self.go\_to\_xy …**

**Does it still work?**

**How many times is the command run now, versus before?**

**Is this better or worse (or the same) than before?**

1. **What happens if you change the number in switch\_costume(1) into a 2 instead? Is it working? Why?**
2. **The bowl can move only left and right to collect the fruits, do you think the game will be better if the bowl can move also up and down?**