

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?

