

## Lesson 6

### Worksheet 2

1. Why do we use *if self.x\_position > -190:* in the Bowl? What happens to the bowl movement if we don't do this check (try removing it)? What happen if we replace the value -190 with different numbers (for example, -100)?
2. What happens if you change the numbers in *self.change\_x* (Bowl) and *self.change\_y* (Apple)? What happen if you write *self.change\_y* instead of *self.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?

4. If you swap the order 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)
```