# Lesson 7

## Worksheet 3 — Tasks

1. **Make the Fruit give you 10 points instead of 5.**  
   Paste the code from your program below:
2. **Have the Fruit choose its costume at random each time it starts falling, so that it’s sometimes an apple and sometimes an orange.**  
   Paste the code from your program below:

## Extensions

1. **Make oranges worth more than apples — give 20 points each time an orange is collected.**  
   You can use *self.costume\_number* to obtain the current costume number.

1. **Now the orange gives you more points than the apple, can you make the orange appear less often?**  
   You can use random.randint() but then, instead of using the result directly as the costume number, make a decision based on the value. You might find an if/else statement useful — look this up in the help. This is not easy!