# 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?**

1. **Why does the sprite look like an orange and not an apple? Experiment with the number in switch\_costume being 1 or 0. How does this work?**

1. **If you move ‘switch\_costume’ as shown below:**

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

**while** True**:**  
 ~~self~~**~~.~~**~~switch\_costume~~**~~(~~**~~1~~**~~)~~**  
 self**.**go\_to\_xy**(**...**)**

**[...]**

**Does it still work?**

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

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

1. **What happens if you change the number in switch\_costume(1) into a 2? Does it work? Why or why not?**
2. **The bowl can move only left and right to collect the fruits. Do you think the game would be better if the bowl could also move up and down?**