

3. What happens 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)
```