

## Lesson 4

### Worksheet 1

Here is the code from the Bird class:

when green flag clicked

```
1 self.set_size(0.3)
2 self.speed = 3
```

when "⇒" key pressed

```
1 self.change_x(self.speed)
```

when "⇩" key pressed

```
1 self.change_y(-self.speed)
```

when "⇐" key pressed

```
1 self.change_x(-self.speed)
```

when "⇧" key pressed

```
1 self.change_y(self.speed)
```

Write out exactly what you think will happen when you click the green "Run" button.