

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?

2. 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?

3. 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)?

4. What happens if you change the number in switch_costume(1) into a 2? Does it work? Why or why not?

5. 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?