Moving while key down

You can use the arrow keys – or other keys like `a`, `d`, `w`, `s` – to move a character. The character keeps moving, as long as the key is down.

Every "Actor" automatically has a position that is initialized to `(0,0)`, the top left corner. We move the `bee` around, by increasing or decreasing its `x` and `y` coordinates.

You can easily specify the initial position of an actor:

```
bee = Actor('bee', (100, 100))
```

Or change it later by setting its `x` and `y`.

```
1   WIDTH = 640
2   HEIGHT = 480
3
4   bee = Actor('bee')
5
6   def update(dt):
7       if keyboard.left:
8           bee.x -= 100 * dt
9       elif keyboard.right:
10          bee.x += 100 * dt
11      elif keyboard.up:
12          bee.y -= 100 * dt
13      elif keyboard.down:
14          bee.y += 100 * dt
15
16  def draw():
17      screen.fill((0, 210, 255))
18      bee.draw()
```

If you use four `if` conditions, instead of one `if ... elif ... elif ... elif ...`, then you can press the right and down keys at the same time to move the bee diagonally.

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