**Pong V3 Reflection Activity**

Q1 T**he following table gives a list of expressions used in the paddle\_up and paddle\_down methods of the Game class in one solution and the purpose they are being used for. Match each expression (in the Expression column) to its purpose (in the Purpose column).**

|  |  |  |
| --- | --- | --- |
|  | **Expression** | **Purpose** |
| **1** | paddle.top < paddle\_movement | reduce paddle movement amount so paddle does not leave top of window **4** |
| **2** | max\_bottom - paddle.bottom < paddle\_movement | move paddle up **3** |
| **3** | paddle.move\_up(0, paddle\_movement) | reduce paddle movement amount so paddle does not leave bottom of window **6** |
| **4** | paddle\_movement = paddle.top | check if paddle is close to bottom when moving down **2** |
| **5** | paddle.move\_up(0, - paddle\_movement) | move paddle down **5** |
| **6** | paddle\_movement = max\_bottom - paddle.bottom | check if paddle is close to top when moving up **1** |

Q2 For each of the following underlined identifiers, from one solution to Pong V3, indicate what type of object the identifier is bound to. If the type is function, indicate whether it is a **user-defined function, user-defined method, library function or library method:**

|  |  |
| --- | --- |
| **Identifier** | **Type** |
| surface.get\_height() | library method |
| event | pygame.event.Event |
| event.key | int |
| event.type | int |
| K\_q | int |
| QUIT | int |
| paddle.top | int |
| self.decide\_continue() | user-defined method |
| paddle.move\_up(amount) | tuple |
| game.play() | user-defined method |
| self.continue\_game | bool |