

1. Explain the similarities in Python coding in Pygame with WingIDE vs Earsketch?

The similarities in Python coding in Pygame with WingIDE vs Earsketch are they follow the same conventions meaning that if you know how to code in WingIDE you can use the knowledge gained from Wing and apply to Earsketch. Since they are also coded in python they have similarities in coding functions, loops, and they also have some similarities in the way parameters are placed for tracks for Earsketch and Illustrations for Wing.

2. Explain the differences in Python coding in Pygame with WingIDE vs Earsketch?

The differences between Python coding in Pygames with WingIDE vs Earsketch are that they have their own features that the other doesn't have. For example, Earsketch has makeBeat while WingIDE doesn't, for obvious reasons. Their parameters are also somewhat different since you're making shapes and illustrations in Wing while you are making musical tracks on Earsketch. They also have different API's, one is from pygame while the other one is from Earsketch.

3. Which environment do you prefer to program in and why?

I prefer coding in Earsketch since it's less tedious than Wing since you don't need specific parameters in placing the music unlike pygame where you have to put in specific coordinates to make a picture. While on Earsketch you just need to put the parameters for where it's placed and how long it plays for.

4. Please list some of the common syntax and logic errors that you encountered when creating your project and how you solved them?

Misspelling the name of a track, just copy and paste the name saving time and making less room for mistakes. Forgetting to add commas or missing brackets, I use command F to highlight all the commas or brackets depend on what my mistake is and I scan over the script seeing where I'm missing it.