1. Windows
2. I am using Vs code but she recommended Eclipse.
3. Figure out the problem, Pseudocode the approach, Code, and then debug.
4. Is y = 0
5. Undefined
6. Problem solving is harder because of the extra steps of thinking like a computer when you are solving issues (bugs). I find applying the ideas after the problems are solved to code to be easier. Breaking the problem down into the chunks that then are converted into code is the way that I have been coding.
7. With the right syntax and steps using VSCode and a compiler to run my code.