

1. Explain the similarities in Python coding in Pygame with WingIDE vs Earsketch?
 - a. Both WingIDE and Earsketch use the same language and the commands, functions, and syntax are identical. Both programs treat strings and booleans in the same way and both are fairly easy to use and understand.
2. Explain the differences in Python coding in Pygame with WingIDE vs Earsketch?
 - a. Earsketch uses music to teach coding whereas WingIDE is more practical coding.
3. Which environment do you prefer to program in and why?
 - a. I prefer using Earsketch because listening to the code you typed in is a fun way to learn coding and listening to music is always a treat. However, Pygame is also fun to use.
4. Please list some of the common syntax and logic errors that you encountered when creating your project and how you solved them?
 - a. A common error I ran into was overlapping tracks in my functions. I fixed it by change the variables from numbers to its own variable so if I called it further down, it would place the section in the correct spot.