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

   Wing IDE and the Earsketch IDE share many similarities such as the indentation, basic language, format, syntax, and the visuals as you code, i.e. highlighting.

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

   Earsketch relies on different primary functions than Wing IDE and the majority of Python IDE's. Earsketch uses functions such as fitMedia and setEffect while Wing uses more standardized data types such as print, etc.. Earsketch however highlights the entire line in which an error occurs which proves very useful while debugging. Another pro of Earsketch is the library of pre made sounds and functions and effects that are easily pasted to the code. Wing on the other hand proves a much more versatile software which allows for the creation of multiple types of programs opposed to just sound.

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

   I prefer Wing IDE and Pygame due to their versatility, complexity, professionalism, logical functions, and ease of use.

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

   The most common error I ran into was a Right Hand Over Lap warning which did not affect my code and a syntax error when defining my own sounds as functions which I fixed by adding the sounds to the IDE's library.