ICT:11

Block C

Youngjun Kim

EARSKETCH REFLECTION QUESTIONS

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

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

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

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

EARSKETCH REFLECTION ANSWERS

1. Python coding in Pygame with Wing IDE and Earsketch are similar because they both use effects, loops, and measures to track files.

2. The difference between coding in Wing IDE and Earsketch is that wing IDE does not have music loaded unlike earsketch which does so Earsketch is a beat making program while wing IDE is more of a game/picture creating software.

3. I prefer to code in Earsketch as, without any instructions on wingIDE it is significantly harder to code anything (Music, Games, Pictures). Earsketch is also better to code in because there are instrument files that were already coded so there is less work to make music.

4. Some common errors I encountered while using the software were Reference Errors where the variable or function name was not defined, Naming Errors, and Value errors where values entered were beyond acceptable values for functions.