For this lab, I began by understanding the TicTacToe class and the Tone class and figured out how to put them together as one. Once I was able to successfully merge the two and play a full song that was given as an argument, the main trouble began, Multithreading. After many hours of trying new things, I was finally able to get it to play the song with only musician threads playing the note they were supposed to. Then with Nate’s help I was able to get the timing right on the notes, because I forgot a wait statement. I would say that I wrote 99% of the working code that was not Nate’s original code, and the other 1% was the fix that Nate helped me with to get the timing correct.