

The overall experience of implementing the hangman game in both Python and Java languages was the noticing of differences which exist between the two languages. In Python, built-in functions and a simpler syntax allows for a much easier development experience, allowing for the development speed to be quick, an easier debugging experience, and good code readability. Java, on the other hand, required more lines of code, and took a longer time to develop due to the more structured nature of Java and object-oriented programming. Java provides good error handling/debugging, and the code readability is good. In summary, both Python and Java demonstrate to be good languages that can implement the hangman game, but in my experience, Python was the easier language to use to create it.

Programming Language	Development Speed	Ease of Testing and Debugging	Code Readability	# lines of code
Python	5	5	5	83
Java	3	3	4	129