

## Sonic Pi basic commands



Play play (	60	<b>Sleep</b> sleep	Loop 3.times	do
play ?	70	sleep 0.5		
play 8	80	sleep 0.1	end	

## Bugs

- Undefined method "paly" check typo
- Undefined local variable or method "play60" check space
- Wrong number of arguments: given 0 expected 1 check number after sleep or play