* A Loom video (shared with me) showing key functionality of your program (about 30 seconds), and overviewing the main behavior (what goes in, what comes out), costs (what consumes the most time and/or memory), and opportunities for improvement if you had more time.

The purpose of my program is to randomly generate arithmetic tests that tutors and teachers alike can use to teach children. After quizzing the student using the program, it gives them a grade out of 100% as well as the letter that corresponds to their grade. There are a few inputs: The amount of questions one wants to be asked, the difficulty they want to be asked these questions at, and the type of arithmetic they would like to be asked. The output for this program is the percent out of 100 the student got correct and the letter that corresponds to their grade. I believe the part of the program with most cost is the random generation of the questions. I believe that it is toughest on my processor (this is shown in the spikes I receive in activity monitor when generating questions). Something I would improve is the threshold for how difficult easy division questions are, because right now, although the program is fully functional, half the division questions on easy difficulty are asking for the user to divide numbers by themselves.