Addition

* Easy, Two Numbers 1 – 100
* Normal, Three Numbers 1 – 10,000
* Hard, Four Numbers 1 – 1,000,000

Subtraction

* Easy, Two Numbers 1 – 100, Largest – Smallest
* Normal, Two Numbers 1 – 10,000 (answer can be negative)
* Hard, Two Numbers 1 – 1,000,000

Multiplication

* Easy, Two Numbers 1 – 12
* Normal, 2 Numbers 5 – 99
* Hard, 3 Numbers 5 - 500

Division (Remainders Ignored)

* Easy, Two Numbers 1 -12 (xy / x = y)
* Normal, numbers to 100
* Hard, 1,000 – 1,000,000

Mixed

* Easy, two numbers 1 – 12 random operators excluding division.
* Normal, Three random numbers 1 – 100 random Operators
* Hard, 4 random numbers 1 – 1000 random operators

**Scoring/ Objective**

Each mode and difficulty will store a high score in local file as to not reset it when the program is restarted. The score will go up for every correct question until a question is failed where the score will be checked to see if it is a new high score and the local file will be updated if need be, then the current score will reset back to zero and the user will be given the option to restart, return to menu of quit the application.