**MATH GAME**

**Summary**

This application is a arithmetic based game that challenges a user to answer 10 questions correctly through 3 levels. I enjoyed building a math tutor for one of our assignments and thought that I could scale it up and make it more dynamic. I would like to continue to develop this application and actually make it more visually appealing and be more interactive with the user.

**Favorite Features**

I was able to design and execute my application by nesting methods within one another in order to reduce clutter in the main method and call a two methods to execute the entire game. Also being able to utilize data tables to convert my strings to actual mathematic expressions and evaluate the expressions was a huge discovery especially when it came to randomizing the operators.

**Friction Points**

* Randomizing the operators for questions
* Generating methods that call one another to make the levels
* Compute an arithmetic operation by using values in a string
* Implementing Error Handling to make sure the code didn’t break

**Future Plans**

* Continue to build out application to perform more complex math problems
* Build forms for the user to use versus command line
* Generate reports and user profiles as stored data and maintain data persistence
* Create targeted questions for students by grade level