**Quick Count Game**

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Purpose : To train and entertain people to count quickly with the four basic operations of elementary arithmetic with the ultimate countdown, so you will be given a time to do the count before the time runs out. This game will be challenging for those who want to be the top of your friends. At first, there will be only addition and subtraction but each time you pass it, it will be harder and will be more complicated with the presence of multiplication. Also there is a practice section for those who afraid to beating their friends.

**Functions :**

1. Main function : this function will ask the user to choose which one do u want ( play, practice, or display highscore).
2. play function : in this function there will be a math question with random numbers in it and random operations.
3. practice function : this function for practice only with easy question like this structure. 22 22

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In this function the player will be asked whether he want to choose addition, substraction, multiplication.

* In this function there is also displayPoints function which display the points that the player got.
* And the endOptionsPractice function is for asking whether the player want to try again or back to the main menu.

1. displayHighscore function : this function will display the highest highscore the players got. For example there are 3 people, then in the last when user want to see their result, user can open the highscore section to see which rank his in (Highest score will go to the top and so on).

**Hierarchy Chart**

Int practice()

­­main()

int play()

void displayHighscore()

int addPractice(), int subPractice(), int mulPractice()

int displayPoints(), int endOptionsPractice()