The program was difficult to profile and sample, because it ran so quickly. As such, we had to use the timing function to find the running time of the program. Since we couldn’t use the tool to see what methods were taking more time than others, we had to guess which methods we might be able to optimize. Loops are a common structure that could degrade performance. We looked for any method that has an excess number of loops, and tried to see if we could combine them. We started with the method buildName, as it used 3 while loops, and tried to refactor it to use less than that.