The following code review was looked at by Anthony Fuller.

Solution that was reviewed: **BJOChapter33Exercise6**

Coder: **Ben Olsen**

**Review of the solution without looking at the code:**

Wow, this one went above and beyond the requirements. I tried my best to break it and only the extra labels and text boxes that you added stand out. I can click in the text boxes and edit the text but it doesn’t seem to affect the program no matter how much I try (You could’ve had editable set to false to prevent this). They can also be cut off if the user changes the screen size. Overall you did amazing with this program by having everything work with no errors and you went above and beyond the requirements.

**Now for the code:**

In MainWindow.xaml I noticed the text for your labels are just called label and label1. Those are clearly for the added labels though so it doesn’t matter too much since it was add as an afterthought and not a requirement to add. In MainWindow.xaml.cs I immediately noticed lots of comments. You have lots of error handling as well. Overall I liked how well put together the code and the solution itself is.