I began this activity by following along with a provided how-to document, which guided me through the steps of creating a user interface using XAML and C#. While most of the process went smoothly, I encountered a couple of hiccups along the way.

The first stumbling block arose when I inadvertently entered the same text into both the TextBox and TextBlock elements. Recognizing my mistake, I quickly rectified it by revisiting the instructions and clarifying the intended purpose of each element.

However, the more significant challenge emerged during the debugging phase when I encountered an error related to the username aspect of the code. Despite diligently reviewing my code and attempting the solutions suggested by Visual Studio, the error persisted. Frustrated but determined, I delved deeper into the documentation and discovered that assigning the **x:Name** attribute to the TextBox element, as 'userName', resolved the issue. This simple adjustment proved to be the key to unlocking a successful resolution.

With the username error resolved, I proceeded to fine-tune the user interface for better usability. One enhancement I implemented was adjusting the text size to improve readability. Additionally, I repositioned all the interface elements towards the top left corner to prevent any cutoff, a problem I encountered during initial testing.