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| **Criteria** | **Points** |
| *1. UI written in C#* | |
| In Resources/layout/Main.axml, is there only a LinearLayout element defined? | 1 |
| In MainAcrivity.cs, are all the remnants of the default HelloWorld program removed? (Like *int count = 1;)* | 1 |
| In MainActivity.cs, is a new Button created? | 3 |
| Does the new Button have text assigned to it (something like “Reset”)? | 2 |
| Does the new Button have an event handler that sets the message on a Label back to its original value? | 7 |
| For a best-practice gold star, is “Hello from the button” stored in a string constant? | 1 |
| Do both buttons work? | 5 |
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| *2. UI defined in AXML* | |
| Are all the remnants of the HelloWorld program removed? | 1 |
| Is all the UI creation code removed from MainActivity.cs? | 1 |
| Does Resouces/values/Strings contain a “Reset” string? | 3 |
| Does Resources/layout/Main.axml contain a LinearLayout, a TextView and two Button elements? | 8 |
| Does the new button defined above use the string resource mentioned above? | 2 |
| In MainActivity.cs Is an event handler defined for the new button? | 5 |

Comments: