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| **Criteria** | **Score** | **Possible** |
| ***Assignment Group A: 99 little bugs in the code*** | | |
| Does it run without crashing or throwing exceptions? |  | 5 |
| Are there two buttons with appropriate titles on the main screen? |  | 5 |
| Does clicking either button take you to the second screen? |  | 5 |
| Is the right number of bugs (or other things) shown on the second screen? (It should be different depending on which button on the first screen was tapped) |  | 7 |
| Is there a button on the second screen with an appropriate title? |  | 3 |
| Does tapping the button on the second screen take you to the first screen? |  | 3 |
| Is the correct number of remaining bugs (or other things) shown on the first screen? |  | 7 |
| Does everything work correctly? |  | 5 |
|  | | |
| ***Assignment Group B: Let’s make a deal*** | | |
| Does it run without crashing or throwing exceptions? |  | 5 |
| Are there three buttons with appropriate titles on the main screen? |  | 6 |
| Does clicking any button take you to the second screen? |  | 4 |
| Is the correct message shown on the second screen? (It should include the door number from the button that was clicked on the first screen, and a random prize.) |  | 10 |
| Is there an “up” button on the action bar? Does it take you back to the first screen? |  | 5 |
| Does clicking the “back” button at the bottom of the screen also take you back to the first screen? |  | 5 |
| Does everything work correctly? |  | 5 |
|  | | |
| ***Programming style for both solutions*** | | |
| Is proper indentation used? |  | 1 |
| Are the UI elements and the variables named descriptively? |  | 2 |
| Have any un-used lines of code or files been removed? |  | 1 |
| Are there explanatory comments in the code? |  | 2 |
| Do variable names use camel case? (camelCase for example) |  | 1 |
| Are constants named using ALL\_CAPS? |  | 1 |
| Are methods named using PascalCase (aka TitleCase) |  | 1 |
| Are local variables used instead of instance variables wherever possible? |  | 1 |

Comments: