Grading Rubric for Lab 1, Part 2: Counter App

Functionality	40 Points Total
Criteria	
Is a count of zero shown initially when the app is started?	5
Does the "Add One" button increment the count?	20
Does the "Reset" button set the count back to zero?	10
Does the UI look reasonably neat and is all text visible?	5
Optional, extra credit. When you rotate the device (or use F11 to rotate the screen in an emulator), is the count preserved?	5 (extra credit)

Code Quality	10 Points Total
Criteria	
Does the program run without crashing?	4
Is proper indentation used?	6
Are the UI elements named according to convention (example: incrementButton)?	
Are Java variables, constants, methods, and classes named using descriptive names? (Example: *int count*, not *int i*)	(one point deducted for each "no" answer)
Have any unnecessary lines of code or files been removed?	
Are there explanatory comments in the code?	
Do variable names and methods use camel case? (Example: camelCase)	
Are constants named using ALL_CAPS?	
Are classes named using PascalCase (aka TitleCase)	