

Grading Rubric

"Calculate" App

- 2 Has 2 EditTexts (or inputs)
- 2 Has 2 Buttons (or actions)
- 2 Has 2 TextViews (or outputs)
- 1 Compiles
- 1 Runs/Works

Additional remarks

Additional: random, additional calculations, color buttons

Crashes if no modifier. Not a big deal, just FYI

Base(80) + additional(15) = 95%
