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| --- | --- |
| Developer (person who wrote the code) | Aaron o |
| Developer’s assignment group (A, B, or C) | B |
| Reviewer | Aaron o (I turned it it in late) |
| Date |  |

Instructions  
A reviewer will fill out the “Beta” column of this form for the developer. (The reviewer will need a copy of the developer’s lab instructions.) Next, the developer will revise their code based on the review. After revising their code, the developer will fill out the “Release” column of this form to indicate what they have changed.

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| **Criteria** | **Beta** | **Release** |
| ***Part 1 – Tutorial: “Hello Multiscreen Apps”*** | | |
| Is there a document containing screen-shots of the app running?  Emulator doesn’t work, tut is in repo |  |  |
| From the screen-shots, is it apparent that the tutorial was completed successfully? | yes |  |
|  | | |
| ***Part 2 – Assignment Group A: Poke a screen*** | | |
| Does it build and run without errors? | yes |  |
| Are there two buttons with the correct titles on the main screen? | yes |  |
| Does clicking either button take you to the second screen? | yes |  |
| Are the appropriate messages displayed on the second screen?  (Different messages for each button on the first screen) | yes |  |
| Is there an “up” button on the action bar? Does it take you back to the first screen? | yes |  |
| Does tapping the “back” button at the bottom of the screen take you to the first screen? | yes |  |
| Does everything work correctly? |  |  |
|  | | |
| ***Part 2 – Assignment Group B: 99 little bugs in the code*** | | |
| Does it build and run without errors? | yes |  |
| Are there two buttons with appropriate titles on the main screen? | yes |  |
| Does clicking either button take you to the second screen? | yes |  |
| 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) | yes |  |
| Is there a button on the second screen with an appropriate title? | yes |  |
| Does tapping the button on the second screen take you to the first screen? | yes |  |
| Is the correct number of remaining bugs (or other things) shown on the first screen? | sorta |  |
| Does everything work correctly?  I want to send the count back and forth between views so that the count goes down one at a time but that’s not working yet | mostly |  |
|  | | |
| ***Part 3 – Assignment Group B: Let’s make a deal*** | | |
| Does it build and run without errors?  Uhh apparently I missed this part woops |  |  |
| Are there three buttons with appropriate titles on the main screen? |  |  |
| Does clicking any button take you to the second screen? |  |  |
| 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.) |  |  |
| Is there a button on the second screen with an appropriate title? |  |  |
| Is there an “up” button on the action bar? Does it take you back to the first screen? |  |  |
| Does clicking the “back” button at the bottom of the screen also take you back to the first screen? |  |  |
| Does everything work correctly? |  |  |
|  | | |
| ***Programming style for both solutions*** | | |
| Is proper indentation used? | Yes |  |
| Are the UI elements and the variables named descriptively? | Yes |  |
| Have any unnecessary lines of code or files been removed? | No |  |
| Are there explanatory comments in the code? | No |  |
| Do variable names use camel case? (camelCase for example) | yes |  |
| Are constants named using ALL\_CAPS? | yes |  |
| Are methods named using PascalCase (aka TitleCase) | yes |  |

Comments: