Designing the layout

To complete the app's layout, design attributes can be added to the XAML element tags to specify what they will display and precisely where in the interface they will appear:

1. Open **MainPage.xaml**, then add two attributes to the outer `<StackPanel>` element to fix its position.
   
   **HorizontalAlignment = “Left” VerticalAlignment = “Top”**

2. Next, edit the `<Image>` element by modifying the initial assigned value of 200 – to increase its width.
   
   **Width = “300”**

3. Now, add an attribute to the nested `<StackPanel>` element to fix its position.
   
   **VerticalAlignment = “Center”**

4. Then, edit all six `<TextBlock>` elements alike, to specify their initial content, width, and margin on all four sides.
   
   **Text = “…” Width = “20” Margin = “15”**
   
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5. Edit the first `<Button>` element to rename it, specify its button label content and margin on all four sides.

   **x:Name = “BtnPick” Content = “Get My Lucky Numbers” Margin = “15”**

6. Edit the second `<Button>` element to rename it and specify its button label content.

   **x:Name = “BtnReset” Content = “Reset”**

7. Finally, add an attribute to each respective `<Button>` element to specify their initial state.

   **IsEnabled = “True”**
   
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The order in which the attributes appear in each element is unimportant, but the elements within the MainPage.xaml file should now look similar to the screenshot below:

You can optionally add Margin = “0” attributes to explicitly require elements to have no margin width.

The Design view shows the components’ initial state – the Reset button appears grayed out, as it is not enabled.