

Credit Name: Computer Science 3						
Assignment Name: Break a plate						
Error Log Entry						
What error message did you encounter (if any)?						
Logical error not syntactical error						
What unexpected behavior did your program exhibit?						
The Jpanel that stored the plates didn't have the three plates together just a whie image when I pressed play again						
What caused the issue? (e.g., syntax error, logic error, incorrect function usage, etc.)						
In my code when I reset the game I set the icon of the jpanel to the placeholder image rather than the three plates						
Include a screenshot of specific lines of code.						
<pre> } else if(playButton.getText().equals("Play Again")) { plateDis.setIcon(placeholder); rewardDis.setIcon(placeholder); playButton.setText("Play"); return; } </pre>						
How did you fix the issue?						
Changed the code by setting icon to plates rather than placeholder image						
Provide the corrected code or solution using a screenshot.						
<pre> else if(playButton.getText().equals("Play Again")) { plateDis.setIcon(plates); rewardDis.setIcon(placeholder); playButton.setText("Play"); return; } </pre>						