

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 white 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.

```
        } else if(playButton.getText().equals("Play Again")) {  
            plateDis.setIcon(placeHolder);  
            rewardDis.setIcon(placeHolder);  
            playButton.setText("Play");  
            return;  
    }
```

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.

```
else if(playButton.getText().equals("Play Again")) {  
    plateDis.setIcon(plates);  
    rewardDis.setIcon(placeHolder);  
    playButton.setText("Play");  
    return;
```