Credit Name: Computer Science 3
Assignment Name: BreakAPlate

ERROR LOG

Describe the errors you've encountered while working on this assignment. What caused the error and how do you overcome the error?

Prize label for some reason was not deciding to work and it was the only variable available. I had to recycle it.

```java
// Load images
unbrokenPlates = new ImageIcon("C:\\Users\\47026501\\git\\CS30P3F2024\\Chapter10\\src\\images\\plates.gif");
twoBrokenPlates = new ImageIcon("C:\\Users\\47026501\\git\\CS30P3F2024\\Chapter10\\src\\images\\plates_two_broken.gif");
threeBrokenPlates = new ImageIcon("C:\\Users\\47026501\\git\\CS30P3F2024\\Chapter10\\src\\images\\plates_all_broken.gif");
prizelabel = new ImageIcon(C:\Users\47026501\git\CS30P3F2024\Chapter10\src\images\tiger_plush.gif);
// Create components
plateLabel = new JLabel(unbrokenPlates);
playButton = new JButton("Play");
prizeLabel = new JLabel("Win a prize!", SwingConstants.CENTER);
```