Credit Name: CSE3010 - Computer Science 3
Assignment Name: Breakplate

The following questions can helpy you in thinking critically about your problem-solving processes:

Understanding the Problem
How did you approach understanding the challenge?
Were there any parts of the problem you found confusing at first? If so, how did you resolve that confusion?
I approuched the challenge by looking back onto one of the skill builder's, the one about selcting a school and it will pop up with the image. I didn't come across any problems.
Planning the Solution
Did you create a plan or break the problem into smaller steps before coding?
How did you decide on the tools, data structures, or algorithms to use?
Well I started by desiging the GUI where I used 4 JLabbels 3 for the plates and one for the tiger plush. Then I implimented the images of a broken plate, a regular plate, the tiger plush and the splate image. Then made each Jlabbel that was going to represent a plate randimize between 1 and 2 and if the randome number was 1 it would display a regular plate and if it was 2 then it would show a broken plate. I did the same for the tiger plush and the splate i
Implementation
Did you write the code in small pieces or attempt the entire solution at once?
How did you test your solution along the way to make sure it was working?
I attempted the code all at once and it worked first try
Overcoming Challenges
What part of the problem was the most difficult for you?
How did you handle moments when you felt stuck or unsure of what to do next?
This code had no problems
Learning
Was there anything you learned that you think will help you with future challenges?
None