Credit Name:CSE3010

Assignment Name:BreakAPlate

How has your program changed from planning to coding to now? Please explain?

1. The code first creates a new ActionListener for a button called Play using an anonymous inner class. This is done by calling the addActionListener() method on the Play button and passing in a new ActionListener object as an argument.
2. The ActionListener object contains an actionPerformed() method that is called whenever the Play button is clicked.
3. Inside the actionPerformed() method, the code generates a random double between 0 and 2 using the Math.random() method and stores it in a variable named number1.
4. The code then checks if the result of Math.round(number1) modulo 2.0 is equal to 0. If it is, this means that number1 rounded to the nearest integer is even.
5. If number1 is even, the code sets the icon of a JLabel called Plate to a picture of a broken plate using the setIcon() method. It also sets the icon of another JLabel called WinImage to a picture of a tiger, sets the text of a JLabel called Win to "You Win a Tiger!", and changes the text of the Play button to "Play Again?".
6. If number1 is odd, the code sets the icon of the Plate JLabel to a different picture of a broken plate, sets the icon of the WinImage JLabel to a picture of a sticker, sets the text of the Win JLabel to "You Win a Sticker!", and changes the text of the Play button to "Play Again?".