

Credit Name: CSE3010 - Computer Science 3

Assignment Name: BreakAPlate.java

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

The code itself has not really changed but the file system I was using has changed as I have stated in the Error log.

Here is an image below of what the code looks like now:

`package Mastery;`

```
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;

import javax.swing.JFrame;
import javax.swing.JLabel;
import javax.swing.JPanel;

import java.awt.Color;

import javax.swing.BorderFactory;
import javax.swing.BoxLayout;
import javax.swing.ImageIcon;
import javax.swing.JButton;
import javax.swing.border.EmptyBorder;
import javax.swing.*;
import java.awt.*;
import java.awt.event.*;

/**
 * BreakAPlate
 */

public class BreakAPlate implements ActionListener
{
    /**
     * Launch the application.
     */

    static final String FIRST_PRIZE = "tiger plush";
    static final String CONSOLATION_PRIZE = "sticker";
    ImageIcon FIRST_PRIZE2 = new ImageIcon("C:\\Users\\26031001\\git\\CS30Fall2023\\Chapter10\\tiger_plush.gif");
    ImageIcon CONSOLATION_PRIZE2 = new ImageIcon("C:\\Users\\26031001\\git\\CS30Fall2023\\Chapter10\\sticker.gif");
    JFrame frame;
    JPanel contentPane;
    JButton play;
    JLabel plates, prizeWon;
    GameBooth breakAPlate;

    /**
     * Create the application.
     */
    public BreakAPlate()
    {
        /*initialize game booth and player */
        breakAPlate = new GameBooth(0, FIRST_PRIZE, CONSOLATION_PRIZE);

        /*Create and set up the frame*/
        frame = new JFrame("BreakAPlate");
        frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);

        /*Create a content pane with a BoxLayout and empty borders*/
        contentPane = new JPanel();
        contentPane.setBorder(BorderFactory.createEmptyBorder(20, 20, 20, 20));
        contentPane.setBackground(Color.white);
        contentPane.setLayout(new BoxLayout(contentPane, BoxLayout.PAGE_AXIS));

        /*Create a label that shows the start of the game*/
        plates = new JLabel(new ImageIcon("C:\\Users\\26031001\\git\\CS30Fall2023\\Chapter10\\plates.gif"));
        plates.setAlignmentX(JLabel.CENTER_ALIGNMENT);
        plates.setBorder(BorderFactory.createEmptyBorder(10, 10, 20, 10));
        contentPane.add(plates);

        /*Create a Play button*/
        play = new JButton("Play");
        play.setActionCommand("Play");
        play.setAlignmentX(JButton.CENTER_ALIGNMENT);
        play.addActionListener(this);
        contentPane.add(play);

        /*Create a label that will show prizes won */
        prizeWon = new JLabel(" ");
        prizeWon.setIcon(null);
        prizeWon.setAlignmentX(JLabel.CENTER_ALIGNMENT);
    }
}
```

```

prizeWon.setAlignmentX(JLabel.CENTER_ALIGNMENT);
prizeWon.setBorder(new EmptyBorder(30, 100, 30, 100));
contentPane.add(prizeWon);

/*Add content pane to frame*/
frame.setContentPane(contentPane);

/*Size and then display the frame.*/

frame.pack();
frame.setVisible(true);

}
/**
 * Handle the button click.
 * pre: none
 * post: The appropriate image and message are displayed.
 */
public void actionPerformed(ActionEvent event)
{
    String eventName = event.getActionCommand();
    String prize;

    /*Checks to see if the player has won the First prize or consolation prize before displaying either three broken plates and a tiger plush or two broken plates and a sticker after which it will display the option to play again.*/
    if (eventName == "Play")
    {
        prize = breakAPlate.start();
        if (prize.equals(FIRST_PRIZE))
        {
            plates.setIcon(new ImageIcon("C:\\Users\\26031001\\git\\CS30Fall2023\\Chapter10\\plates_all_broken.gif"));
            prizeWon.setIcon(new ImageIcon("C:\\Users\\26031001\\git\\CS30Fall2023\\Chapter10\\tiger_plush.gif"));
        }
        else if (prize.equals(CONSOLATION_PRIZE))
        {
            plates.setIcon(new ImageIcon("C:\\Users\\26031001\\git\\CS30Fall2023\\Chapter10\\plates_two_broken.gif"));
            prizeWon.setIcon(new ImageIcon("C:\\Users\\26031001\\git\\CS30Fall2023\\Chapter10\\sticker.gif"));
        }
        prizeWon.setText("You win: " + prize);
        play.setText("Play Again");
        play.setActionCommand("Play Again");
    }
    else if (eventName == "Play Again")
    {
        plates.setIcon(new ImageIcon("C:\\Users\\26031001\\git\\CS30Fall2023\\Chapter10\\plates.gif"));
        prizeWon.setText("");
        prizeWon.setIcon(null);
        play.setText("Play");
        play.setActionCommand("Play");
    }
}
/**
 * Create and show the GUI.
 */
private static void runGUI()
{
    JFrame.setDefaultLookAndFeelDecorated(true);
    BreakAPlate carnivalGame = new BreakAPlate();
}

public static void main(String[] args)
{
    /*Methods that create and show a GUI should be run from an event-dispatching thread*/
    javax.swing.SwingUtilities.invokeLater(new Runnable()
    {
        public void run()
        {
            runGUI();
        }
    });
}
}

```

