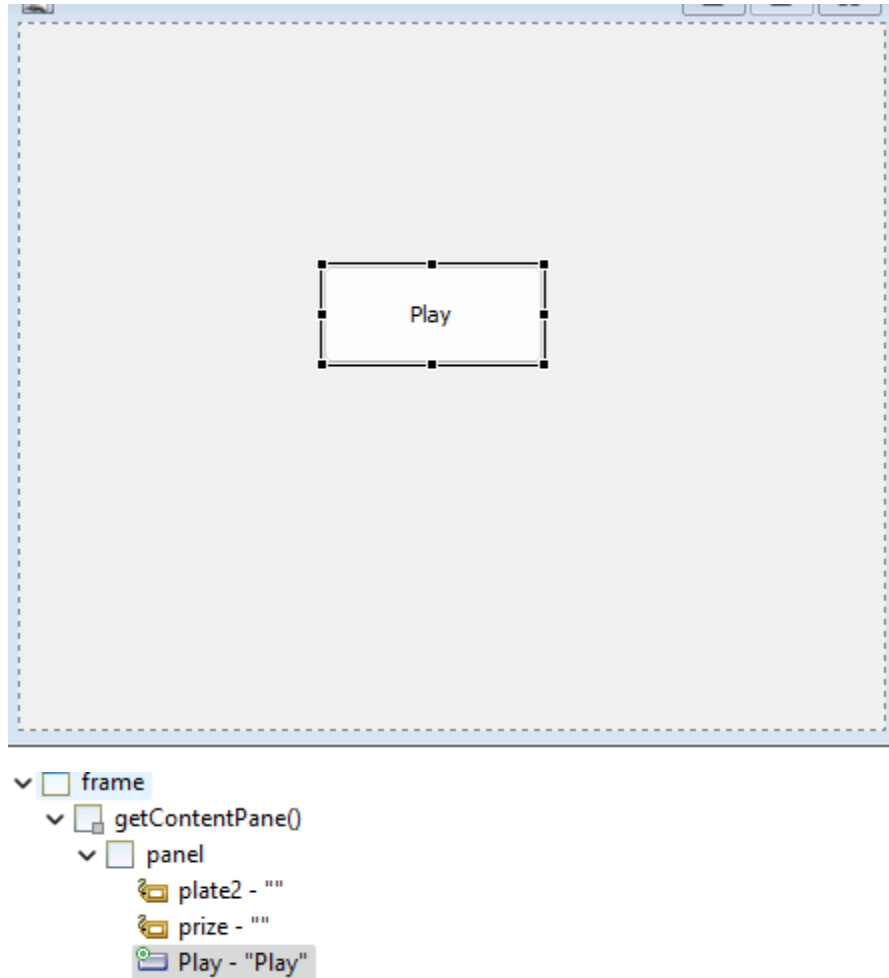## Credit name; Computer science 3
Assignment name; Break A Plate

Set up display area with a button in the middle, then above it a label, and below it another label.

```
ImageIcon plates = new ImageIcon("C:\\Users\\27355005\\git\\CS30-period-3-Fall-2024\\Chapter10\\src\\images\\plates.gif");
ImageIcon plates2 = new ImageIcon("C:\\Users\\27355005\\git\\CS30-period-3-Fall-2024\\Chapter10\\src\\images\\plates_two_broken.gif");
ImageIcon platesA = new ImageIcon("C:\\Users\\27355005\\git\\CS30-period-3-Fall-2024\\Chapter10\\src\\images\\plates_all_broken.gif");
ImageIcon sticker = new ImageIcon("C:\\Users\\27355005\\git\\CS30-period-3-Fall-2024\\Chapter10\\src\\images\\sticker.gif");
ImageIcon tiger = new ImageIcon("C:\\Users\\27355005\\git\\CS30-period-3-Fall-2024\\Chapter10\\src\\images\\tiger_plush.gif");
```

I downloaded all the images into downloads, then put them all into the code and gave them names.

```java
Random rand = new Random();

JButton Play = new JButton("Play");
Play.addActionListener(new ActionListener() {
    public void actionPerformed(ActionEvent e) {

        int rand_int1 = rand.nextInt(3);
        if( rand_int1 == 1) {
            plate2.setIcon(plates2);
            prize.setIcon(sticker);
        }
        else if (rand_int1 == 2)
        {
            plate2.setIcon(platesA);
            prize.setIcon(tiger);
        }
        Play.setText("Play again!");
```

Then I set up the action listener and the code to see what result comes out. If the random number is a 1, it gives 2 plates broken and a sticker won, while a 2, gives all plates broken and a tiger plushie :D.

Play again!

Tiger!

Play again!

Sticker!