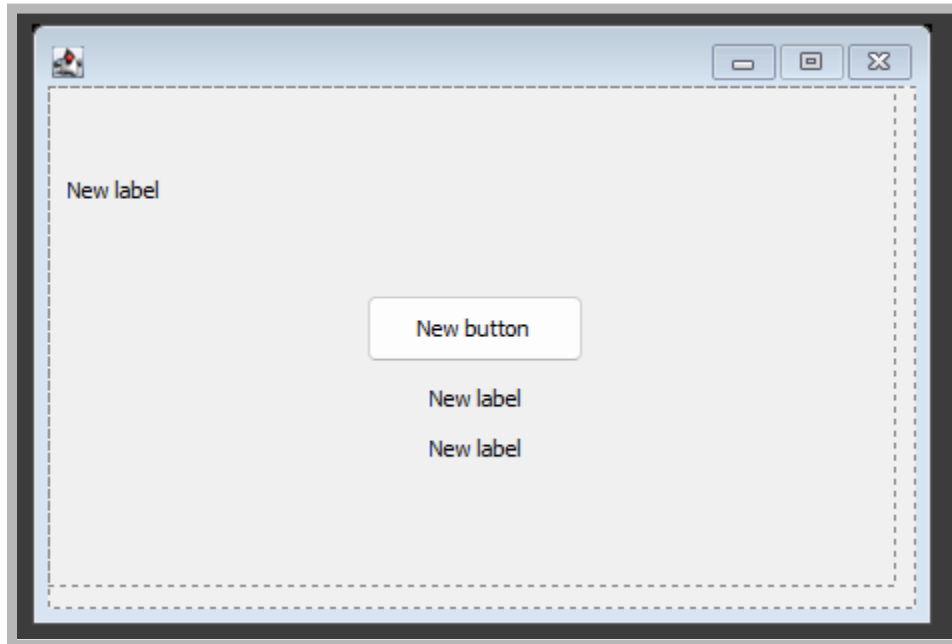


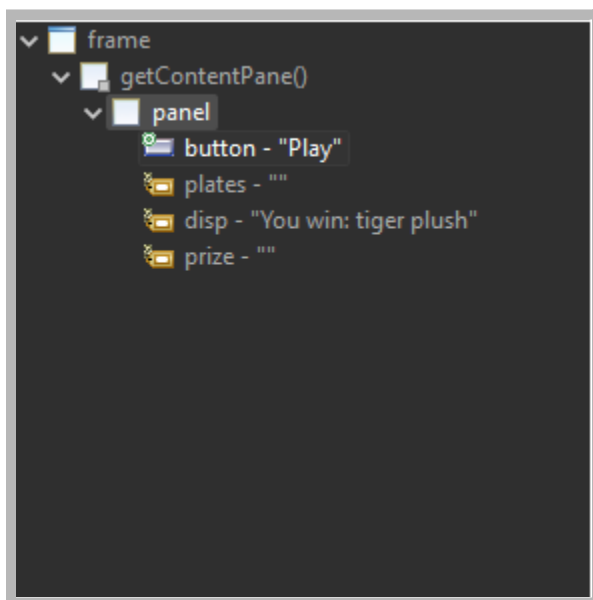
Credit Name: Computer Science 3

Assignment Name: BreakAPlate

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



I started out BreakAPlate by adding a panel and on top of that I added 3 labels and a button. The button would be for allowing the user to start the game and the panels would display information about the program.



I then renamed the variables and changed the text that they displayed.

```
ImageIcon placeholder = new ImageIcon("C:\\Users\\1100062079\\git\\CS30P3F2024\\Chapter10\\src\\images\\placeholder.gif");
ImageIcon allBroke = new ImageIcon("C:\\Users\\1100062079\\git\\CS30P3F2024\\Chapter10\\src\\images\\plates_all_broken.gif");
ImageIcon platesImg = new ImageIcon("C:\\Users\\1100062079\\git\\CS30P3F2024\\Chapter10\\src\\images\\plates.gif");
ImageIcon sticker = new ImageIcon("C:\\Users\\1100062079\\git\\CS30P3F2024\\Chapter10\\src\\images\\sticker.gif");
ImageIcon tiger = new ImageIcon("C:\\Users\\1100062079\\git\\CS30P3F2024\\Chapter10\\src\\images\\tiger_plush.gif");
ImageIcon twoBroke = new ImageIcon("C:\\Users\\1100062079\\git\\CS30P3F2024\\Chapter10\\src\\images\\plates_two_broke.gif");
```

I then added the images to the code so I could display them properly.

```
import java.lang.Math;

public void actionPerformed(ActionEvent e)
{
    int win = (int)((2) * Math.random() + 1);

    }
});
```

I then started working on the randomize code to figure out if the user has won or not. I imported the randomization code and applied the formula to choose a number between 1 and 2.

```
if (win == 1)
{
    prize.setIcon(sticker);
}
else
{
    prize.setIcon(tiger);
}
```

After I implemented the code to check which number the user got and display the image for their prize.

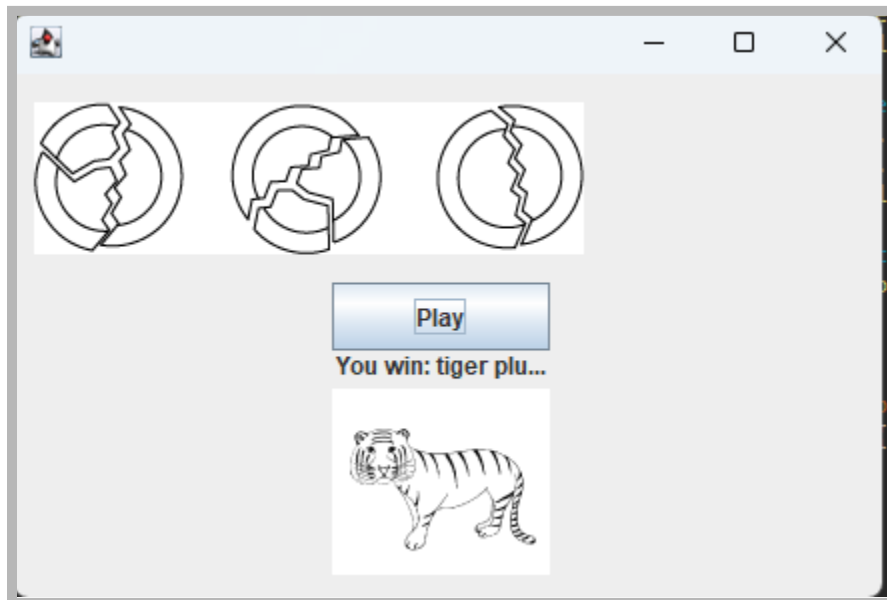
```
public void actionPerformed(ActionEvent e)
{
    int win = (int)((2) * Math.random() + 1);

    if (win == 1)
    {
        prize.setIcon(sticker);
        disp.setText("You win: sticker");
        plates.setIcon(twoBroke);
    }
    else
    {
        prize.setIcon(tiger);
        disp.setText("You win: tiger plush");
        plates.setIcon(allBroke);
    }
}
```

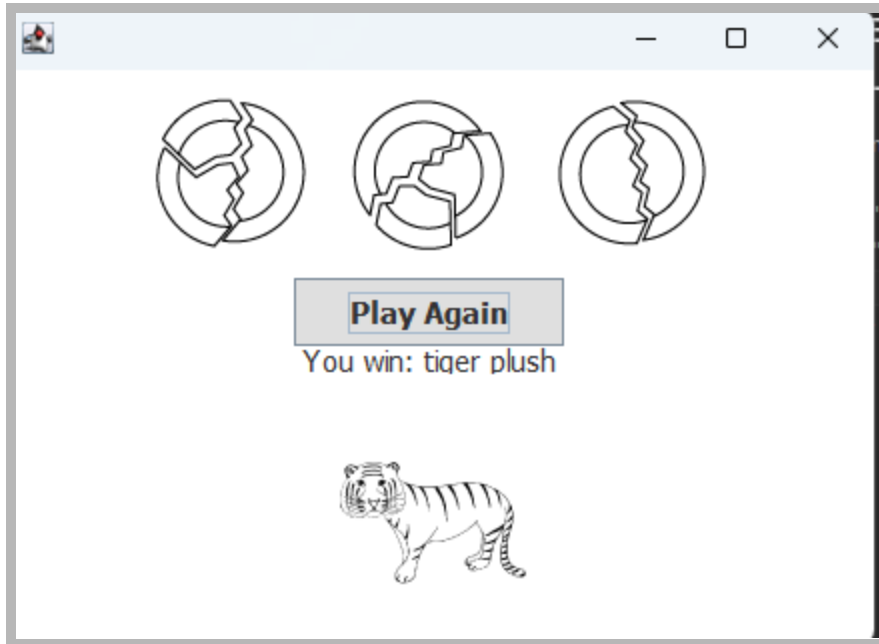
I then filled in the rest of the win code to display the plates and the text telling you which prize you won.

```
});  
plates.setIcon(platesImg);  
button.setBounds(159, 104, 109, 34)  
panel.add(button);
```

I then added the code to display the initial 3 plates.



Everything seemed to work fine except for the plates being off centered, the button not changing to play again, the text being cut off, and the images not blending in with the background colour.



I added the rest of these features by changing the size of the text boxes/changing colours and adding 1 line of code to change the button text.