**Break a Plate**

**Specification**

Creates a carnival game

**Algorithm**

1. Create a window and display 3 plates
2. Set the actionlistener on the button to break a random number of plates and dislpay a prize
3. Display everything to the screen

**Flowchart**

**Code Design**

Class - used to create a custom data type

JFrame - used to display windows

JButton - used to accept input via a clickable button

JLabel - used to display text or image to the screen

JComboBox - used to take a finite number of predetermined inputs

**Implementation**

See the java files

**Testing and Debugging**

No testing was needed or bugs encountered in the devopment of this program