```java
import javax.swing.*;
import java.awt.*;
/**
 * @author      Nathan Chen
 * @author      Benjamin Tu
 * @teacher     Coglianese
 * @period      2
 * @version     11-27-18
 *
 * Class Display05 is a JPanel with 3 labels that,
 * when updated, step the Press Your Luck game by 1.
 */
public class Display05 extends JPanel
{
    private JLabel label1, label2, label3;
    private int value, total, highscore;
    /**
     * Default constructor makes the game with 3 labels
     * in a GridLayout
     */
    public Display05()
    {
        setLayout(new GridLayout(3, 1));
        Font f = new Font("Serif", Font.BOLD, 30);
        total = value = 0;

        label1 = new JLabel("Value: " + value);
        label1.setFont(f);
        label1.setForeground(Color.blue);
        add(label1);

        label2 = new JLabel("Total: " + total);
        label2.setFont(f);
        label2.setForeground(Color.blue);
        add(label2);

        label3 = new JLabel("High Score: " + total);
        label3.setFont(f);
        label3.setForeground(Color.blue);
        add(label3);
    }

    /**
     * Update makes the game progress by one step
     */
    public void update()
    {
        value = (int)(Math.random() * 11) + 1;
        label1.setText("Value: " + value);
```

```
        if (value<3){
            total = 0;
        }
        else{
            total+=value;
        }
        label2.setText("Total: " + total);
        if (highscore<total){
            highscore=total;
            label3.setText("High Score: " + highscore);
        }
    }
}
```