

Credit Name: Computer Science 3

Assignment Name: BreakAPlate

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

During coding, I realized that incorporating images would make the game more interactive. I added ImageIcon objects for the plates and prizes. Here's how I updated the button to restart the game:

```
playButton.addActionListener(new ActionListener() {  
    @Override  
    public void actionPerformed(ActionEvent e) {  
        resetGame();  
    }  
});
```

In the resetGame() method, I used Random to decide the prize and update the plate icons accordingly:

```
private void resetGame() {  
    Random rand = new Random();  
    int winChance = rand.nextInt(2);  
  
    plate1.setIcon(brokenPlateIcon);  
    plate2.setIcon(brokenPlateIcon);  
    plate3.setIcon(brokenPlateIcon);  
  
    if (winChance == 0) {  
        prizeLabel.setIcon(tigerPlushIcon);  
    } else {  
        prizeLabel.setIcon(stickerIcon);  
    }  
}
```