Credit Name: Computer Science 3
Assignment Name: BreakAPlate

Describe the errors you've encountered while working on this assignment. What caused the error and how do you overcome the error?

      Error Reflection: BreakAPlate Program

Error 1: Missing or Incorrect Image Paths
Error: The images (e.g., plate, broken plate, prizes) did not display as expected.

Cause: The file paths for the image icons were incorrect or the images were not placed in the correct directory relative to the project.

Solution: I ensured that the images were correctly placed in the project directory. Using getClass().getResource("/path/to/image") ensures that the program loads resources correctly regardless of where the project is executed:

plateIcon = new ImageIcon(getClass().getResource("/images/plate.gif"));
brokenPlateIcon = new ImageIcon(getClass().getResource("/images/broken_plate.gif"));

Error 2: Repeated Icon Setting on Plates

Error: All plates were set to the broken plate icon on every play, even though the goal was to have a random chance of breaking plates.

Cause: The program sets all three plates to be broken every time without applying randomness.

Solution: I modified the PlayAgainListener so that each plate has