

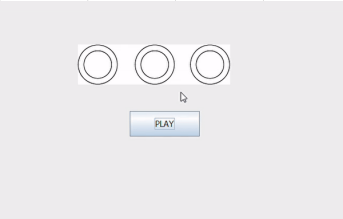
Credit Name:

Assignment Name:

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

Bug #1: The BreakAPIate program does not cycle through even after pressing the 'PLAY' multiple times

(Supposed) Cause: The GameBooth file was not "linked" with the file in any sort of way
(No images associated with this part)



Solution Effect:

I thought importing the GameBooth file to the main file would be the solution but caused a lot more errors than I expected
ImageIcon sticker = GameBooth().consolationPrize;
ImageIcon tigerPlush = GameBooth().firstPrize;
ImageIcon prize = null;
ImageIcon consolationPrize;

}
});
play.setFont(new Font("Tahoma", Font.PLAIN, 15));
play.setBounds(220, 184, 124, 45);
panel.add(play);
}
}

Bug #2: Now the design page for BreakAPIate cannot be accessed

Unparsable Code

Your current source contains one or more compilation problems. Please see the Eclipse Problems view and resolve them before trying to edit the class with WindowBuilder.

Cause: Multiple errors from me importing the GameBooth file to the main file

```
ImageIcon sticker = GameBooth().consolationPrize;  
ImageIcon tigerPlush = GameBooth().firstPrize;  
ImageIcon prize = null;  
ImageIcon consolationPrize;  
  
}  
});  
play.setFont(new Font("Tahoma", Font.PLAIN, 15));  
play.setBounds(220, 184, 124, 45);  
panel.add(play);  
}  
}
```

(Multiple) solutions:

- 1.Deleted parts of the code that caused the majority of the current and potentially future errors
2. Added a random integer generator to replace the GameBooth File

```
String eventName = e.getActionCommand();  
  
if (eventName == "PLAY") {  
    int highNum = 3;  
    int lowNum = 0;  
    int randomint;  
    Random rand = new Random();  
  
    randomint = rand.nextInt(highNum - lowNum + 1) + lowNum;  
    if (randomint == 3) {  
        plate.setIcon(platesAllBroken);  
        display.setIcon(tigerPlush);  
    }  
    else {  
        plate.setIcon(platesTwoBroken);  
        display.setIcon(sticker);  
    }  
    play.setText("Play Again");  
    play.setActionCommand("Play Again");  
}  
else if (eventName == "Play Again") {  
    plate.setIcon(plates);  
    display.setIcon(placeholder);  
    play.setText("PLAY");  
    play.setActionCommand("PLAY");  
}  
}
```