

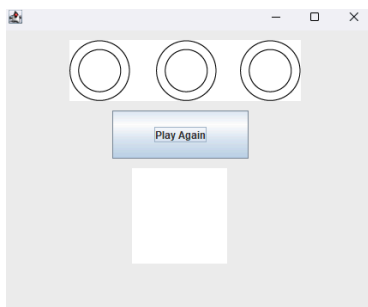
### BreakPlatesGUI ErrorLog

```
PlayBtn.addActionListener(new ActionListener() {  
    public void actionPerformed(ActionEvent e) {  
        if (PlayBtn.getText() == ("Play"))  
        {  
            int n1 = random.nextInt(2);  
            int n2 = random.nextInt(2);  
            int n3 = random.nextInt(2);  
            int sum = n1+n2+n3;
```

**Syntax error: used wrong comparative operator for Strings in if statement.**

```
PlayBtn.addActionListener(new ActionListener() {  
    public void actionPerformed(ActionEvent e) {  
        if (PlayBtn.getText().equals("Play"))  
        {  
            int n1 = random.nextInt(2);  
            int n2 = random.nextInt(2);  
            int n3 = random.nextInt(2);  
            int sum = n1+n2+n3;
```

**.equals() is the correct option.**



```
83         int n2 = random.nextInt(2);  
84         int n3 = random.nextInt(2);  
85         int sum = n1+n2+n3;  
86  
87         if (sum == 1)  
88         {  
89  
90             Prize_img.setIcon(tp);  
91             Plate_img.setIcon(bp);  
92         }  
93         else if (sum == 2)  
94         {  
95             Prize_img.setIcon(s);  
96             Plate_img.setIcon(tbp);  
97         }  
98  
99         else  
100         {  
101             Prize_img.setIcon(ph);  
102             Plate_img.setIcon(p);  
103         }  
104  
105         PlayBtn.setText("Play Again");  
106  
107     }  
108     else if (PlayBtn.getText().equals("Play Again"))  
109     {  
110         Prize_img.setIcon(ph);  
111         Plate_img.setIcon(p);  
112     }
```

**Game does not restart when Play again is pressed**

```
    }  
    else if(PlayBtn.getText().equals("Play Again"))  
    {  
        PlayBtn.setText("Play");  
        Prize_img.setIcon(ph);  
        Plate_img.setIcon(p);  
    }  
}
```

*Fixed by setting Playbtn text back to play to encounter the play condition in the if-elseif statement.*