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Credit Name: CSE3010 - Computer Science 3

Assignment name: BreakAPlate

Error Log Entry

What error message did you encounter (if any)?

Only error message I encountered was when I put `getText()` for an if statement instead of `getText().equals()`

What unexpected behavior did your program exhibit?

When I wrote the code for the play again button it would make my entire code not work and the only thing that changed was the text on the button

What caused the issue? (e.g., syntax error, logic error, incorrect function usage, etc.)

I didn't write `return` in the code so the code was having trouble fulfilling all the conditions at once

Include a screenshot of specific lines of code.

```
JButton play = new JButton("Play");
play.addActionListener(new ActionListener() {
    public void actionPerformed(ActionEvent e) {
        plates.setIcon(p);

        int r = (int)(2 * Math.random() + 1);

        if(r == 1){
            plates.setIcon(pb2);
            prize.setIcon(s);
            play.setText("Play again");

            if (play.getText().equals("Play again")){
                plates.setIcon(p);
                prize.setIcon(null);
            }
        }
        if(r == 2){
            plates.setIcon(pb3);
            prize.setIcon(tp);
            play.setText("Play again");

            if (play.getText().equals("Play again")){
                plates.setIcon(p);
                prize.setIcon(null);
            }
        }
    }
});
```

Before i searched up how to do it online ^^

How did you fix the issue?

I searched up how to exit if statements online and recycled code from there

Provide the corrected code or solution using a screenshot.

```

JButton play = new JButton("Play");
play.addActionListener(new ActionListener() {
    public void actionPerformed(ActionEvent e) {
        plates.setIcon(p);
        int r = (int)(2 * Math.random() + 1);
        if (play.getText().equals("Play again")){
            System.out.println(play.getText());
            play.setText("Play");
            plates.setIcon(p);
            prize.setIcon(null);
            return;
        }
        if(r == 1){
            plates.setIcon(pb2);
            prize.setIcon(s);
            play.setText("Play again");
        }

        if(r == 2){
            plates.setIcon(pb3);
            prize.setIcon(tp);
            play.setText("Play again");
        }
    }
});
```