

REFLECTION LOG

```
package Mastery;

import java.awt.EventQueue;

public class BreakAPlate {

    private JFrame frame;

    /**
     * Launch the application.
     */
    public static void main(String[] args) {
        EventQueue.invokeLater(new Runnable() {
            public void run() {
                try {
                    BreakAPlate window = new BreakAPlate();
                    window.frame.setVisible(true);
                } catch (Exception e) {
                    e.printStackTrace();
                }
            }
        });
    }

    /**
     * Create the application.
     */
    public BreakAPlate() {
        initialize();
    }
}
```

Creates the area for which the code will be placed inside and makes the window application where the user will interact with the code using GUI

```

/**
 * Initialize the contents of the frame.
 */

private void initialize() {
    //make the gifs into image icons
    ImageIcon p = new ImageIcon("../Chapter10/src/Mastery/plates.gif");
    ImageIcon pb2 = new ImageIcon("../Chapter10/src/Mastery/plates_two_broken.gif");
    ImageIcon pb3 = new ImageIcon("../Chapter10/src/Mastery/plates_all_broken.gif");
    ImageIcon s = new ImageIcon("../Chapter10/src/Mastery/sticker.gif");
    ImageIcon tp = new ImageIcon("../Chapter10/src/Mastery/tiger_plush.gif");
}

```

Turns the images into variables so that they can be put into the window later

```

frame = new JFrame();
frame.setBounds(100, 100, 518, 430);
frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
frame.getContentPane().setLayout(null);

JPanel panel = new JPanel();
panel.setBounds(0, 0, 502, 380);
frame.getContentPane().add(panel);
panel.setLayout(null);

JLabel plates = new JLabel("");
plates.setBounds(113, 68, 275, 100);
panel.add(plates);

JLabel prize = new JLabel("");
prize.setBounds(190, 280, 117, 100);
panel.add(prize);

```

Creates the frame which is the window everything will be stored on

Creates JPanel which is used to edit and add different things to the code

Creates JLabel plates which will be used to put the picture of the plates in

Creates JLabel prize which will be used to show the prize the user won depending on how many plates they broke

```

plates.setIcon(p);

```

Turns the plates JLabel into the plates picture

```

play.addActionListener(new ActionListener() {
    public void actionPerformed(ActionEvent e) {

```

Makes it so that if the button is pressed events will happen and the events are below

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

Create a randomizer for the game

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

The loop for the game so that if you press play again it will reset everything back to how it was before they pressed play

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

If the randomizer gets the number 1 then it will make 2 plates broken and the user will get a sticker prize with the prompt to play again on the button

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

If the randomizer gets the number 2 then it will make all the plates broken and the user will get a tiger plush prize with the prompt to play again on the button

OUTPUT:

https://drive.google.com/file/d/1vKXu_0KA2IPH4oo-Ed2xwZmLvFUio9Dj/view?usp=sharing

video