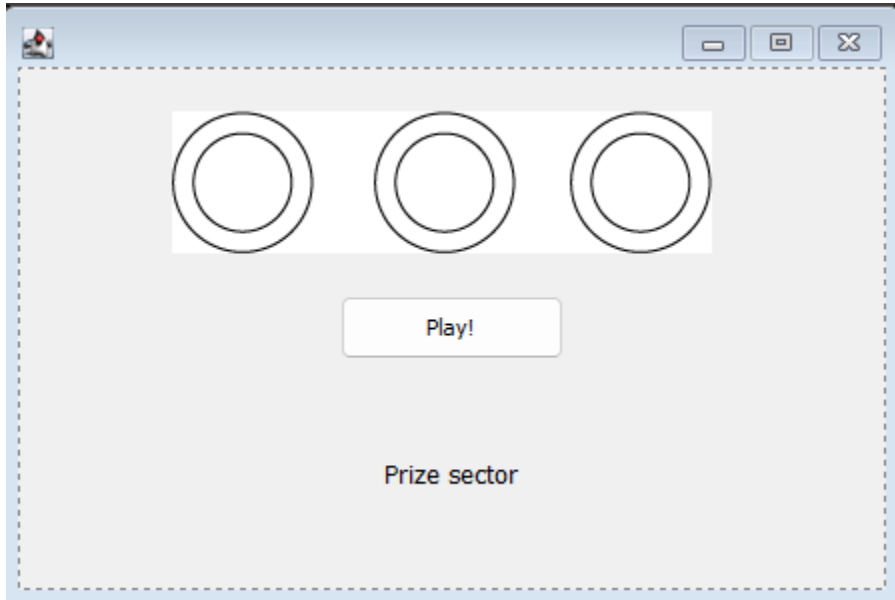


Reflection:

To start I created an application window and created one button and two image displays.



I then inserted the base image of the plates.

These are the Image icons or “Sprites” used.

```
ImageIcon tPl = new ImageIcon("C:\\Users\\77132002\\git\\CS30P3F2024\\Chapter10\\src\\img\\plates_two_broken.png");  
ImageIcon aPl = new ImageIcon("C:\\Users\\77132002\\git\\CS30P3F2024\\Chapter10\\src\\img\\plates_all_broken.png");  
ImageIcon pl = new ImageIcon("C:\\Users\\77132002\\git\\CS30P3F2024\\Chapter10\\src\\img\\plates.png");  
ImageIcon tP = new ImageIcon("C:\\Users\\77132002\\git\\CS30P3F2024\\Chapter10\\src\\img\\tiger_plush.png");  
ImageIcon sT = new ImageIcon("C:\\Users\\77132002\\git\\CS30P3F2024\\Chapter10\\src\\img\\sticker.png");
```

Then, I used the button press action and wrapped all changeable information in it as well as a primitive randomizer for the game mechanic as seen below

```
JButton bTn = new JButton("Play!");
bTn.addActionListener(new ActionListener() {
    public void actionPerformed(ActionEvent e) {

        String Plates = " ";
        String Prizes = " ";

        bTn.setText(" Play Again? ");

        int rand1 = rand.nextInt(2);

        if (rand1 == 0) {
            lbLp.setIcon(tPl);
            lb1.setIcon(sT);
            lb1.setText("You won: Sticker!");
        }
        else if (rand1 == 1) {
            lbLp.setIcon(aPl);
            lb1.setIcon(tP);
            lb1.setText("You won: Tiger Plush!");
        }
    }
});
```

And here is the final result.

