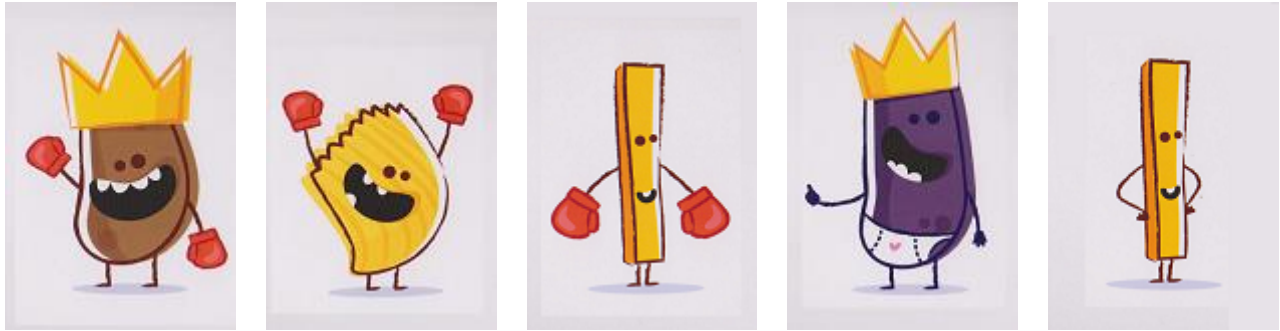# Because Potatoes

In the game, Because Potatoes, you have three cards. You match the top card by matching at least one characteristic on a card in your hand (gloves, crown, type, underpants).

Your job is to complete the Potato class AND the BecausePotatoes class.
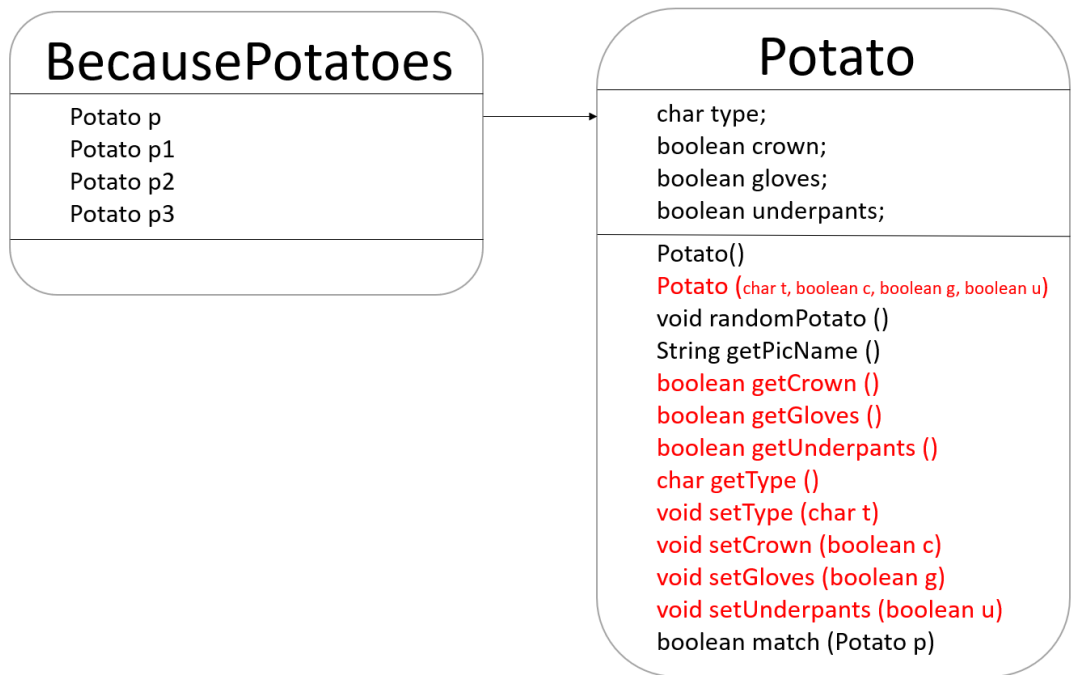
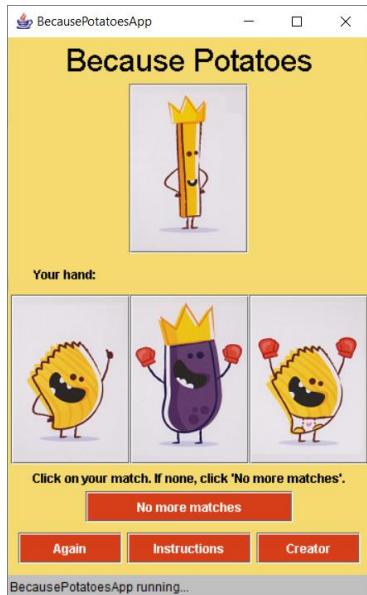**Step 1:**
Download and unzip the files.

Step 2:
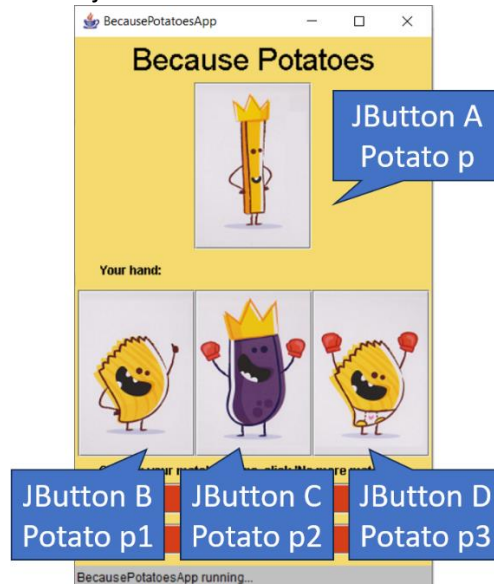Finish the Potato class. Specifically, fill in the files that are in red in the UML.

Step 3:
Fill in the Because Potatoes actionPerformed.

BecausePotatoes

Potato p
Potato p1
Potato p2
Potato p3

Potato

char type;
boolean crown;
boolean gloves;
boolean underpants;

Potato()
Potato (char t, boolean c, boolean g, boolean u)
void randomPotato ()
String getPicName ()
boolean getCrown ()
boolean getGloves ()
boolean getUnderpants ()
char getType ()
void setType (char t)
void setCrown (boolean c)
void setGloves (boolean g)
void setUnderpants (boolean u)
boolean match (Potato p)

The initial screen:

The object names:

The ActionCommands: