

## Guess the Potato - <https://youtu.be/ChUun9hTstU>

There is a secret potato that has been selected (its name is secret). By picking the options from the pull-downs, the user tries to guess the secret potato. They can also get hints to help them by pressing the hint button. You will need to call mutators and accessors from the Potato object to make this work.

The Potato's instance variables:

- private char type;
- private boolean crown;
- private boolean gloves;
- private boolean underpants;
- public Potato ()
- public Potato (char t, boolean c, boolean g, boolean u)
- public void setRandomPotato ()
- public String getPicName ()
- public String getHint ()
- public boolean getCrown ()
- public boolean getGloves ()
- public boolean getUnderpants ()
- public char getType ()
- public void setType (char t)
- public void setCrown (boolean c)
- public void setGloves (boolean g)
- public void setUnderpants (boolean u)
- public boolean equals (Potato p)

