

Make a Potato - <https://youtu.be/07JLC8oWBD8>

When you select things from the pull-down menus (combo boxes in Java-speak), the picture AND the labels at the bottom should change.

You will need to call mutators to make the change the potato object. You will need to call accessors to change the values on the screen.

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)

