1. GUI Stands for Graphical User Interface, it uses buttons and icons to guide the user, as well as interacting with the user, and using the input data from the user to display the output that corresponds to the input.
2. How event-driven gets executed is through the user's input, like clicking or pressing keys on a keyboard.
3. No, because we require a panel in absolute layout, to be able to move things around more freely.
4. Yes, we can add a button as an action that changes the label into a desired word, sentence, etc. Which would output the result.
5. Because sometimes the application may or may not run into a memory error, as most of the time we need to store more things in the interface and display accordingly.
6. A button is more used as an action, since many users would know to click a button, while a label displays text and mostly used for showing text after clicking on most likely a button, and not many people would know to click a label when there's a button already in place.