CRT Chapter 10

1. **What is a GUI?**

A GUI is a graphical user interface

1. **Explain how code is executed in an event-driven application?**

An event driven application executes code in response to events.

1. **Can components be added directly to a frame?**

A frame is a top level container for a GUI, which holds on and displays all the other components of an interface in a content frame.

1. **Can a label respond to events?**

Labels created with the JLabel class are used to display text that cannot be changed by the user

1. **Why do you think a GUI needs to be run from an event-dispatching thread?**

GUI’s should be invoked from an event dispatching thread to ensure that each event handler finishes executing before the next one executes.

1. **What is the difference between a label and a button?**

A button can be clicked by the sure to communicate with the application