**Portfolio Reflection Questions**

[2.2 I Have a Dream Tutorial Curriculum Page](https://course.mobilecsp.org/mobilecsp/unit?unit=1&lesson=45)

1. In your own words, describe what event driven programming is. What event handler was used in the I Have a Dream app? How was it used?

**Answer**

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| Event driven programming is when one line of code happens after the user or other input does an action like clicking a button or changing a slider. The event handler that was used in the app was the When button clicked is the event handler of the app because it is telling code to run. |

2. Is it possible to create an app without event driven programming? Explain.

**Answer**

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| No it is not possible all code is run after something happens like the app starting or a button being clicked by a user. |

3. What elements and components make up the User Interface (UI) for the I Have A Dream app?

**Answer**

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| The elements that makes up the user interface are the images and buttons that the user can click on to activate the speech along with the background and labels. |

4. What are some of the elements that make up the UI for a car? A vending machine?

**Answer**

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| Some ui elements for a car are the radio station or navigation systems on screens. Also physical user interfaces such as the steering wheel and gas/brake pedals, keyhole, stick shift, dials for mph and gas. For a vending machine the UI is the buttons the user presses to select the food or drink that they buy and also the place where they put their money. |