

1. A GUI (Graphical User Interface) is a visual way to interact with a computer using elements such as buttons, icons, and windows. Instead of typing commands, you can click and drag to control programmes more easily.
2. In an event-driven application, code execution is triggered by **events**, such as a user clicking a button, receiving a message, or a timer expiring. Instead of running in a fixed order, the program waits for these events and then calls the appropriate event handler (a function or block of code) to respond.
3. Yes, you can add things like buttons, labels, or text boxes directly into a frame. A frame is like a big empty box on the screen where you build your app's layout. You place each part—such as a button or picture—inside the frame so that people can see and use it.
4. Labels typically do not perform actions; instead, they display information such as text or images.
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6. A label is used to show text or images on the screen—it just displays information and doesn't do anything when clicked. A button, on the other hand, is made for interaction—when you click it, it runs some code or acts.

8. You can change colours, font sizes, and font styles.

13. The data must be converted from a string variable to an integer variable. To output the text, it must be stored in a string variable, so after the conversion, you must convert it back.

14. 8.0

15. A combo box will be a better option to execute this task, as it lets the user select options instead of typing manually. This option also keeps the wording and spelling consistent with every user who inputs.