**Critical Thinking**

Ali Akbari

1. A GUI is a graphical user interface that allows users to interact with it. The code is ran when the user provides input such as clicking a button so it is very user oriented. GUIs are very visual and design is a big aspect of it.
2. Code is executed in an event-driven application based on user interaction. Based on what the user interacts with determines which code is executed. If a user clicks a submit button then that is the only code that is executed. The application determines which button was clicked and which action should then be performed.
3. Components cannot be added directly to the frame. It is a top level container that holds and displays everything. You add the components to the getContentPane() rather than the frame itself. The frame contains the getContentPane() so it is holding what the components attach to.
4. Labels cannot respond to events, they simply display text or an image that cannot be altered or be interacted with by the user.
5. Event-dispatching threads run sequentially, meaning that event handlers are run in order which ensures that event handlers finish executing before the next one begins.
6. A label cannot be interacted with by the user, while a button directly interacts with the user. A button can be coded to run an action when clicked by the user, but a label just displays text or images.