CRT CSE3010

1. GUI : Graphical User Interface. It is a system that has visual components so that a user can respond visually.

2. In computer science an event-driven application is where the use of the program is determined by events. Things like sensor outputs, clicking the mouse or pressing the keyboard.

3. Yes, With a GUI you can directly interact with it and or add any components that you wish, things like labels, buttons, or text fields.

4. Yes, labels can respond to events such as mouse event objects. Like if a mouse exits a program by clicking or presses a button.

5. Most of the swing objects are not considered safe, so the thread keeps them away from errors or any issues.

6. The button is the main source of code that will make the program function properly, but for the most part they both are the same. They both have the click event when you click them and they both have codes.