This week was a very important topic of GUI programming. I was interested to learn about this, as I have always wondered about the steps to package programs into something an end user can interact with. If I design my own programs (which I hope to eventually do), this will be a key component.

At first I struggled to determine the difference between event listeners and handlers, but this was further elucidated later on.

I am particularly interested in this topic, as I am starting to conceptualize an idea for a program, and have developed some pseudocode for interaction with various APIs for photography stock sites, and social media sites. The idea is that photographers once done editing a photo,

I had wondered about how to create the front end for this, how it would interact with the code once programmed, etc. of course the first step is getting the Program to communicate with all the APIs, but from there I will need to think about GUI programming.