**Chapter 10: Questions**

Question 1: What Is A GUI?

A GUI is a graphical user interface (sometimes pronounced “gooey”). An application written for the Microsoft Windows or Mac OS X operating system typically has a GUI.

Question 2: Explain how code is executed in an event-driven application.

It is executed in response to events.

Question 3: Can components be added directly to a frame? Explain.

No, a frame is a top-level container for a GUI, which holds and displays all the other components of an interface.

Question 4: Can a label respond to events? Explain.

No, because a label cannot be changed by the user.

Question 5: Why do you think a GUI needs to be run from an event-dispatching thread?

To ensure each handler can execute its code until the next object.

Question 6: What is the difference between a label and a button?

A label can’t be interacted with by the user. A button can be interacted with by a user.