

# Graphical User Interfaces

1. GUIs use "event-driven programming" -- what does this mean?
2. What is another context where event-driven programming is the norm?
3. When (in general) might you trigger an event in a GUI? (list 5 different times)
4. The following loop is written in a non-event driven manner. How would we change it so that it was event driven? (feel free to use pseudocode)

```
while (true) {  
    player.TakeTurn()  
}
```

1. We say that GUIs have a Model/View separation -- what does this mean?
  - A. What is a window?
  - B. What is a component?
  - C. What is a container?
2. What components are in the GUI that you designed in your low-fidelity prototype? Which of these are containers?