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?