

1. It is a graphical user interface, it allows the user to interact with the interface through graphics making it easier for the user.
2. When an event is fired and the event is connected to an event handler the event handler will recognize that and it then executes code that corresponds to the event.
3. No they cannot; they need a panel to be a middle man, a container to hold the components in the frame.
4. No they cannot as no action/ event can be performed on them by the user to trigger an event handler.
5. To make the code more efficient and clean. Also because there is no time frame for when the gui is interacted with it is up to the user not the application to decide that. So the application is better off listening to the events.
6. The button can be interacted with by the user and have event handlers connected to it. While the label just displays text.
- 7.
8. Absolute layout, flow layout, and grid layout all have different ways to control how the components layout in the panel.

13. It must be parsed into a double, float, or int.

14. 8

15. A combo box as it is one component that can hold multiple different choices which is better than manually making multiple text boxes and adding event handlers to every single one while the combo box only needs one.