

Chapter 10 CRT

1.

GUI stands for Graphical User Interface. This interface allows users to interact with devices using image icons, buttons, or windows. To open an app on your phone, click the image icon that is a GUI., when clicking “+” on a web browser, open a new tab that represents a GUI in action.

2.

Code is only executed when something happens; it listens for events. For example, when a JButton is pushed, an action listener detects if it has been affected.

3.

Yes, once the frame is made, you can just input the code for your GUI
`JButton button = new JButton("Click Me!");`
`JLabel label = new JLabel("Hello, World!");`

4.

Yes, indirectly, for like, when a J button is pushed, an action listener can change the label

5.

Because instead of checking it every time it is available, it makes it more efficient for it to run when an event happens

6.

A Label is just a GUI that displays a string; A button is something a user can interact with

8.

Layout managers control the layout of a content pane. FlowLayout arranges components in a left-to-right flow, wrapping when necessary; BorderLayout divides the container into five regions (North, South, East, West, and Centre) for placing components

13.

Declare it as a “double”

14.

8

15.

Combo box, it will display all the names and once it is selected it will display the name in the GUI