

## Graphical User Interfaces

1. GUIs use "event-driven programming" -- what does this mean? *it waits for user interaction before doing anything*
2. What is another context where event-driven programming is the norm? *web server waits for request*
3. When (in general) might you trigger an event in a GUI? (list 5 different times) *hover, click, drag, keyboard type, window resize*
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()  
}
```

*func ButtonPressed():  
 player.TakeTurn()*

