Critical Thinking Computer Science 3:

1.
A GUI is a graphical user interface which uses graphical icons to let the user interact with computers.

2.
An event-driven application executes code in a response to events such as a button or pressing the enter key.

3.
No because the frame is a top-level container for the GUI and it needs a panel to hold the components.

4.
No, the label cannot directly react to an event but other events/components can change the label.

5.
The GUI needs an event-dispatching thread because it's the only way that the program can update the graphical components.

6.
A label cannot react to an event but a button can react.