

Critical Thinking Questions Chapter 10 By Laura Frede

What is a GUI?

A GUI is a program window often with text boxes that can display and collect text, can have buttons that the user can click and other components the user can interact with.

Explain how code is executed in an event-driven application?

Event driven applications respond to the user's actions and runs code top down, if the code tells a text box to display three different things immediately after each other the code displays for the user the last text instruction.

Can components be directly added to a frame?

Yes, but not recommended, the component takes up the whole frame and is impossible to make it smaller. Components should be added to a frame with a JPanel.

Can a label respond to events?

Yes, I tried it and a label can respond to events, like changing text when clicked on.

Why do you think a GUI needs to be run from an event-dispatching thread?

What other logical way would you have a GUI run? The GUI needs to respond to user interaction that can easily be done with an event-dispatching thread.

What is the difference between a label and a button?

A label comes from a JLabel, a button comes from a JButton, the button has a pressed down animation when clicked a label doesn't.