

Chapter 10 CRT

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1. A GUI (graphical user interface) is a method of interpreting the data given by the user that is a more refined and interactive way for the user to interact with the program as opposed to the user directly engaging in the code of the program.
2. In an event driven application the code is executed through the user inputs such as mouse clicks or key presses which act as the events. The code can also be executed after a certain action has been completed.
3. Components can't be directly added to the frame, rather there has to be a panel for them to be applied to.
4. Labels can respond to events through means such as changing the text inside them in response to an event or changing the image attached to the label.
5. The code is executed in a top-down fashion, meaning that the actions are completed in order and another action cannot be executed without the prior action being completed.
6. A label cannot be interacted with by the user and responds to events. A button is usually used to trigger events after the user has provided data to other parts of the program (an example being by entering info like name or age) and can be interacted with by the user.