

Chapter 10 CRT- Morsal.N

1. What is a GUI?

A GUI is a graphical user interface.

2. Explain how code is executed in an even-driven application

The code is executed by an interaction of a user, for example a button click by the user.

3. Can components be added directly to a frame?

Components aren't added directly to the JFrame. A user would have to add a JPanel onto the frame first.

4. Can a label respond to events?

No, the label can only display texts or images. Not respond to events or the user.

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

It needs to be run from an event-dispatching thread to ensure the first even handler is done executing before the next one executes.

6. What is the difference between a label and a button?

A label displays texts or images, it cannot be interacted with by the user, but a button is used to be interacted with by the user.