1. What is a GUI?
A GUI is a graphical user interface that allows users to interact with software using visual elements like buttons and windows.

2. How is code executed in an event-driven application?
Code runs in response to events (button clicks), triggering specific event handlers.

3. Can components be added directly to a frame?
Yes, but they are typically added to the frame's content pane.

4. Can a label respond to events?
No, labels are non-interactive, but other components can trigger events that update labels.

5. Why should a GUI run on an event-dispatching thread?
It ensures proper handling of user events and avoids UI conflicts.

6. What is the difference between a label and a button?
A label displays static text, while a button is clickable and triggers actions.