Hello, GUI!

1. In HelloWorldConsole, the program will read arguments from the command line (user's keyboard inputs) and return results.

In HelloWorldGraphical, the program use event listeners that will do something on input's from button click (user's mouse inputs).

2.(a) One. You only need to create 1 event listener and hooked all the buttons to the same event listener. To differentiate the buttons, assign different values to each button.

2.(b) You can create and assign as much event listeners as you want to an input. Its possible to hooked several event listeners to one input. But for the sake of limitations, the maximum number should be 7. 1 for close, 2 for each language button with 1 for changing label text and another one to change end button's text

2.(c) - Functionalities separations (buttons with some functionalities better put in the same event listener)

- Different input types (separate buttons with check boxes)

- Multithreading (triggering several different events with one input, these events will run as parallels)