

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 command, you assign the action value.

2.(b) You can create and assign as much event listeners as you want for 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) If you have several inputs that have same functionalities, its better to put them in the same event listener. For example, the language buttons are connect composition inputs, they all change the texts for the same label and button, its better to hook them together in 1 event listener. But the end button has different function, better to separate it to another event listener.