

## Chapter 10 CRT questions

1. A GUI or Graphical User Interface is a way for the user to interact with the program through a visual interface. A Gui separates the internal representation of the programs information to a way that it can be presented to the user. Which results in a platform where actions are able to be performed without inputting lines of code.
2. Event-driven means the flow of the program is dictated through events like mouse clicks and key presses, Event driven programming is the dominant paradigm used in graphical user interfaces and applications.
3. You can't add components directly to the frame, instead you add the components to a content pane of the frame which is a JPanel, when adding the components to the frame you get the layout features of the panel.
4. Because most swing object methods are not thread safe and invoking them from multiple threads risks thread interference memory errors
5. A label does not react to input events, a JLabel object can display either text, an image or both.
6. The label is used to display static text or an image, but the button is used to invoke an action when pressed by the user. The button is event-driven as there is code setup to only run in the event of the user pressing the button.