

1. The difference between event-driven and console-driven applications is that event-driven responds to a user's actions like pressing a button while console-driven applications run line by line without the need for user's input unless certain circumstances prevail.
2. When the (java GUI) program is active, the user's action triggers certain codes to run which are called 'actionPerformed' like when a button is pressed and the label changes text after that
3. Components like buttons and label can be added to a frame provided there is a panel and in order for the components to be placed wherever it wants to be, the layout must be set to 'absolute'
4. Labels can respond to events but not directly like clicking on it as its function is to display texts or to certain types of images
5. The event-dispatching thread is to ensure that the GUI smoothly and correctly updates itself and prevents the UI from freezing or lagging when it is being interacted
6. The difference between a label and button is that a label only display texts or certain types of images while a button is used to trigger actions when clicked upon