1. A GUI is a graphical user interface which is basically a visual representation of the code and allows the user to interact with the application in various ways such as buttons, text boxes, combo boxes, etc…

2. In an event driven application, the code is executed when some form of action has been taken such as the press of a button or input from a text box.

3. Components can be added directly to a frame but it is neater to arrange components inside a content panel that has been added to the frame.

4. A label can respond to events by adding an action listener to the label itself, or using setText() inside the action listener of another component.

5. Because each aspect of a GUI is its own component made up of code.

6. A label is typically used to display text to the user that they cannot edit, whereas a button is used by the user to complete an action. However, a label can be used like a button and a button can be used like a label depending on the situation.