Graphical User Interfaces

1. GUIs use "event-driven programming" -- what does this mean?
   A program that responds to an event that was triggered by a user. IE clicking a tab, logging in, etc.

2. What is another context where event-driven programming is the norm?
   Driving an automobile. Going to canvas.com and going through courses and info.

3. When (in general) might you trigger an event in a GUI? (list 5 different times)
   Clicking
   On hover
   On click
   Scrolling
   Typing
   Touch

4. The following loop is written in a non-event driven manner. How would we change it so that it was event driven? (feel free to use pseudocode)
   ```
   while (true) {
       player.TakeTurn()
       button.addEventListener('click')
   }
   ```