1. A GUI (Graphical User Interface) is a way for Java developers to create windows where users can easily interact with a program
2. Typically, the user will interact with the program in some way such as pressing a button, then the code will respond with an output on the interface
3. Technically no, however many applications allow you to do this anyway since they may auto generate a content pane or JPanel
4. Yes, you can change the properties of a label depending on a user’s action (clicking a JButton)
5. If it was not based on events, there would be no way to interact with the program and the GUI would act more like a picture
6. A JLabel is exclusively based on a text or image while a JButton can do that and take input from the user if clicked