1. Create an explicit class to handle an event, use an anonymous inner class to handle the event, or use a lambda expression.
2. Lambda expressions create a generic event reference object and then handle the event all in one line, without the user actually declaring new object(s), whereas in a class you explicitly create an object that will handle the event. You would use a class when you want to do similar actions with multiple different events.
3. Feedback:
   1. Tuesday lab section
   2. Great way to explain how to create and handle events in a GUI. Not super comprehensive, just showed events based on mouse-clicked buttons.
   3. Add more types of events, such as mouse hovering.