Event Driven Programing model:

Event happens then it runs a function called a handler then goes back to waiting

Events; what are they?

* Input ; button, Text
* Keyboard; key down, key up
* Mouse; click, drag
* Timer; count down
* Etc..

Event Queue

Happens behind the scenes

Multiple handles cannot run at the same time

They sit in the queue until its time

Local vs Global varibles:

Global <var>

SimpleGUI:

Frame has

3 parts

Control area

Canvas

Status area

Program Structure

1. Define Globals (state)
2. Define helper functions
3. Define Classes (later)
4. Define event handlers
5. Create a frame
6. Register event handlers
7. Start frame and timers

Buttons

Guess the number

Play 1 picks between 0-100

Play 2 picks a number 0-100

Play responds correct or higher or lower

Binary search

7 guess for 100

10 guesses for 1000