

Graphical User Interfaces

1. GUIs use "event-driven programming" -- what does this mean?

Programming where user interacts with the system in some way and system reacts based on user action.

2. What is another context where event-driven programming is the norm?

Websites, games

3. When (in general) might you trigger an event in a GUI? (list 5 different times)

onclick(), mouseover(), scroll, keyboard action, drag

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)

when user clicks the roll dice button:

```
while (true) {  
    player.TakeTurn()  
}
```