**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 saction.

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

Websites, games

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

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

1. **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()

}