

Graphical User Interfaces

1. **GUIs use "event-driven programming" -- what does this mean?**
 - a. It means that the program is driven by the interrupts caused by user interaction through the attached hardware
2. **What is another context where event-driven programming is the norm?**
 - a. Video games!!
3. **When (in general) might you trigger an event in a GUI? (list 5 different times)**
 - a. Mouse Over
 - b. Mouse Click
 - c. Mouse Wheel
 - d. Keystroke
 - e. Gamepad Input

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)**

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