**Graphical User Interfaces**

1. **GUIs use "event-driven programming" -- what does this mean?**
   1. 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?**
   1. Video games!!
3. **When (in general) might you trigger an event in a GUI? (list 5 different times)**
   1. Mouse Over
   2. Mouse Click
   3. Mouse Wheel
   4. Keystroke
   5. 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()

}