

1. GUI stands for graphical user interface and refers to a computer program that allows code to be represented graphically, making it easier to understand.
2. Code is executed based on event triggers i.e. mouse clicks or key inputs.
3. Components need to be added to a content pane and cannot be added directly to a frame.
4. A label cannot react to input events or get keyboard focus however certain action listeners can be added.
5. Swing methods are not thread safe and need to be run from an event dispatch thread otherwise methods can be triggered from any thread and may cause memory issues.
6. A label displays text, an image or both at the same time, while a button has an event handler for when it is clicked.