Chapter 10 CRT

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1) What is a GUI?
   A GUI is a Graphical User Interface in which you can present your code using a user interface making it more presentable with texts and forms to fill in text areas and enter words while making it look better with new fonts and different font sizes.

2) Explain how code is executed in an event-driven application.
   Code is executed through running the program and certain code is run through interaction with the program such as clicking a button that would set off certain code.

3) Can components be added directly to a frame?
   Components cannot be directly added to a frame because you need a panel on the frame before any component can be added. It is a top level container through a method called getContentPane().

4) Can a label respond to events?
   Yes a label can respond to events because as seen in BreakAPlate you can change a label based on responses from the code where it first said start playing here and after the button was pressed it changed it play again.

5) Why do you think a GUI needs to be run from an event-dispatching thread?
   It is run through an event-dispatching thread to prevent all the code from running at the same time so when running an event-dispatching thread it runs top down making the code that is written first happen before other events happen.

6) What is the difference between a label and a button?
   The difference between a label and a button is that a labelis unpressable, while the button is pressable making it an action listener while the label is stuck responding to other action listeners.