

1. GUI means Graphical User Interface. This is a visual way to let users interact with a program.
2. The code executed follows specific events such as a button click. When an event occurs the event handler is executed.
3. Components can be added directly. The frame is the base for components.
4. Yes. A label is able to respond to events. You are able to add an event handler to a label so it can perform an action.
5. A GUI must be run from an event dispatching thread to make sure that all events occurring from the GUI are done properly.
6. The difference between a label and a button is that the label is to show text or a picture and a button is clickable which can start an action when it's clicked.