

1. A GUI is a graphical user interface that allows the user to interact with the code and cause the display to be rendered in JFrame format.
2. The user inputs something, which triggers a response from the application, which then performs an action in response to the user's input.
3. Yes, you may add all kinds of functions to Netbeans using the extension, such as JLabels, JComboBox, and so forth.
4. Yes, it can be done by .setText or .setIcon which can be used to display a specific message or picture.
5. The GUI receives a user's response and reacts to what the user inputs, relying on event-driven programming.
6. A label is simply text or an image that the user cannot interact with, but a button can be clicked by the user to cause the computer to respond.