**Chapter 10 CRT**

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1. A GUI is a graphical user interface. It allows a user to interact with frames, buttons, text fields, etc. GUI’s are present whenever we open applications on our computers at home or at school, or even on our mobile devices. Design is a big aspect of GUI’s, trying to make them as appealing to the end user as possible.
2. Code in an event driven application is run in response to events. An event could be a user clicking a button, for example. This means that unless a user clicks that button, nothing will happen. When an event happens, an event handler is executed, which figures out which button was clicked and which code should be run.
3. No, components must be added to a content frame, which the frame holds. Components are directly added to the content frame, but not to the frame, which indirectly holds the components by holding the content frame.
4. No, labels cannot respond to events. Labels purely contain text that cannot be altered or interacted with by the end user, and thus they cannot respond to events.
5. A GUI needs to be run from an event-dispatching thread so that all events are run in order. This also ensures that all event-handlers completely finish executing before the next one begins.
6. A label cannot be interacted with by the end user, however, a button can. A button can respond to events, and can be clicked/interacted with, whereas a label cannot.