

Chapter 10 CRT Questions #1 - #6

1. Graphical user Interface. Allows the user to interact with the program through a window using buttons (on screen and the keyboard) and with their cursor. There's options like buttons, menus, and symbols to interact with.
2. The Window is made and when the user interacts with the GUI the event is responded to with an event handler.
3. No, the frame comes with a contentPane but you still can't add components on that. You need to add a JPanel to cover the area you want to add components and add them on that JPanel. However this is all under the frame.
4. Not the label but the output or display from events can be shown on the label. For example if I had a JComboBox or a JButton and added an event handler to display an image after a certain event, then I'd use a JLabel to display the image and another one to display text. It's not like the user can type into a JLabel and interact with the GUI like that.
5. I think it's so the GUI can update the visuals.
6. A Label can't be interacted with directly whereas a button can.