1. What does GUI stand for?
2. What class does the main class of a JavaFX program need to extend?
3. What is a stage?
4. What is a scene?
5. True or False: A stage can only have one scene at a time.
6. What goes in the main method of a JavaFX application?
7. Explain the role of the following controls: HBox, VBox, Label, Button, StackPane, GridPane, BorderPane, TextField, and MediaPlayer.
8. What is a factory method? Why do we use them?
9. What is the observer design pattern and what is its role in GUI programming?
10. What is an actionEvent?
11. What is the role of HGrow and VGrow?
12. What is the role of the model in the system?
13. What is the role of the view in a system?
14. What is the role of the controller in a system?
15. What are the interactions between the view and controller(both view → controller and controller → view)?
16. What are the interactions between the model and controller (see above)?
17. What role does the observer pattern play in the MVC?
18. What is an observer? What do they observe?
19. What notifies observers that something changed?