

# *Intro to Programming II*

## *GUI programming*

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## 16-2: Synchronous vs Asynchronous input

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- The programs you've built so far (lexer and parser) are examples of *synchronous* input.
  - You prompt for input, then read input with a Scanner.
- Programs with a graphical user interface (GUI) typically require *asynchronous* input
  - A user can provide input at any time.
- This requires a different model of programming.

## 16-3: GUI parts

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- A GUI consists of:
  - Components
  - Events
  - Listeners