Discussion Questions for "Swing Run Time"

1. In the bootstrapping examples I showed in the video lecture, the main method did not try to do anything after invoking the invokeLater method.
    a. If you added code after running invokeLater, would that code get executed before the GUI starts, while the GUI is running, or after the GUI ends? How does the invokeLater method make this work?
    b. If there is code after invokeLater, can it modify the data that the GUI will use?
    c. What is the benefit of the invokeLater paradigm?
2. The Swing documentation recommends that when you register a callback such as the actionPerformed callback, that you are careful to make that callback run quickly and not take a long time. Why is the performance of the callback routine important? Have you ever run into examples where an event handler for a button took longer than expected? How can you tell?
3. Can you detect any pre-packaged dialogs in the Pippin GUI? If so, where are these used and why?
4. The JFrame library class supports a setDefaultCloseOperation method that has options "DO_NOTHING_ON_CLOSE", "HIDE_ON_CLOSE", "DISPOSE_ON_CLOSE", and "EXIT_ON_CLOSE". The default is "HIDE_ON_CLOSE". Do you have any idea of what these four options do, and why you might want to specify a different default close operation?