Java Level 4 Questions

1. Why is it important to have a stop condition in loops?

2. How do I use a GUI in Java?

3. How do I add components into a JFrame?

4. In GUI, what does the Listener do?

5. In GUI, what is an adapter?

6. How can I display the option panes in Java?

7. What does the JButton do?

8. What is the difference between a JTextField and a JTextArea?