

# Introduction to Event-Driven Programming

The following topics are covered below:

- What is an Event-Driven Application?
- GUI Development Environments
- GUI Design Tips
- Tasks Involved in Creating an Application
- Tutorial - Overview
- Creating a Dialog
- Assigning Attributes to the Dialog
- Creating Dialog Elements Inside the Dialog
- Assigning Attributes to the Dialog Elements
- Creating the Application's Local Data Area
- Attaching Event Handler Code to the Dialog Element
- Checking, Stowing and Running the Application
- Basic Terminology

For detailed information on Event-Driven Programming see [Event-Driven Programming Techniques](#).