1. In your own words, describe what event driven programming is. What event handler was used in the I Have a Dream app? How was it used?
2. Is it possible to create an app without event driven programming? Explain.
3. What elements and components make up the User Interface (UI) for the I Have A Dream app?
4. What are some of the elements that make up the UI for a car? A vending machine?

**Portfolio Reflection Questions**

**Make a copy** of this document in your Portfolio Assignments folder and answer these questions in the spaces below. Once complete, turn in this assignment according to the steps given by your teacher.

[2.2 I Have a Dream Tutorial Curriculum Page](https://course.mobilecsp.org/mobilecsp/unit?unit=1&lesson=45)

1. In your own words, describe what event driven programming is. What event handler was used in the I Have a Dream app? How was it used?

**Answer**

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2. Is it possible to create an app without event driven programming? Explain.

**Answer**

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|  |

3. What elements and components make up the User Interface (UI) for the I Have A Dream app?

**Answer**

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4. What are some of the elements that make up the UI for a car? A vending machine?

**Answer**

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