

Frameworks

- A software library that imposes an architecture or set of patterns of implementation
- Often employ “Hollywood Principle”
 - Don’t call us, we’ll call you
 - Framework calls your code
- Examples
 - Swing, Google Web Toolkit, Spring, JUnit, EasyMock

Libraries

- A software library that provides functionality that your application may use as it needs
- Examples
 - Operating systems provide library functions such as fork, read, listen,
 - Frameworks often include libraries as well
- Frameworks and libraries are in essence inverses of each other