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