**Exercise 2**

Frameworks and libraries

**Introduction**

HTML5 is a mark-up language that is mostly used by web developers and designers in order to structure and present content on web pages in an effective and dynamic way. It includes an element known as canvas which uses JavaScript in order to create a lot of exciting content such as animations and games. The canvas element makes it very easy for designers to convert a boring web page to something a lot more interesting. However, in the real world dynamic content is difficult to implement and there is never much time to create these functions from scratch hence, designers often use JavaScript frameworks and/or libraries to speed up the process and attain an effective and professional piece of work.

JavaScript libraries and frameworks are very similar to each other and it is difficult to distinguish between them as they share a lot in common.