

**Program:** behaviour that we write and control

```
instruction
instruction
  call function A
instruction
  call function B
instruction
  call function C
instruction
```

**Library:** functionality that we can invoke

```
function A : instructions...
function B : instructions...
function C : instructions...
function D : instructions...
function E : instructions...
```

**Extension:** what we provide to the framework

```
class HeartShape extends AbstractShape {
  draw(Graphics g) { ... }
  save(Output o) { ... }
  load(Input i) { ... }
  List getStyleProperties() { ... }
  applyStyleProperties(List l) {...}
}
```

**Framework:** generic and extensible behaviour

```
class Canvas {
  List<AbstractShape> shapes;
  public addShape(AbstractShape shape) {}

  public redraw() {
    Graphics g = getGraphicsContext();
    for (AbstractShape s : shapes) {
      s.draw(g);
    }
  }
}
```