Difference between jar & bundle

jar file is a package of .class files.

Bundle is a jar file + manifest file conatining metadata information found at META-INF/MANIFEST.MF.

This metadata is used by OSGi Container. Metadata includes information like Bundle symbolic name, Bundle Version, Import Packages, Export Packages, OSGi Components, OSGi Services and Sling Models in the bundle.

In OSGi bundle, there will be an Activator.java class in OSGi which is an optional listener class to be notified of bundle start and stop events

Difference between package & bundle

**Package:**A Package is a zip file that contains the content in the form of a file-system serialization (called “vault” serialization - The idea is to provide a general all-purpose mechanism to export to and import from a standard (java.io based) filesystem.) that displays the content from the repository as an easy-to-use-and-edit representation of files and folders. Packages can include content and project-related data.

**Bundle:** Bundle is a tightly coupled, dynamically loadable collection of classes, jars, and configuration files that explicitly declare their external dependencies (if any).

Template

When [creating a page you need to select a template](https://experienceleague.adobe.com/docs/experience-manager-65/developing/platform/templates/templates.html?lang=en#templates-pages); this will be used as the base for the new page. The template defines the structure of the resultant page, any initial content and the [components](https://experienceleague.adobe.com/docs/experience-manager-65/authoring/authoring/default-components.html?lang=en) that can be used.

Editable Template

* Can be [created](https://experienceleague.adobe.com/docs/experience-manager-65/authoring/siteandpage/templates.html?lang=en#creating-a-new-template-template-author) and [edited](https://experienceleague.adobe.com/docs/experience-manager-65/authoring/siteandpage/templates.html?lang=en#editing-a-template-structure-template-author) by your authors
* After the new page is created a dynamic connection is maintained between the page and the template; this means that changes to the template structure will be reflected on any pages created with that template (changes to the initial content will not be reflected).
* Uses content policies (edited from the template editor) to persist the design properties (does not use Design mode within the page editor).
* stored under  /conf

Parts of Editable template

An editable template has 4 elements to configure and edit.

1. Structure: On the Structure, you can define the components and contents for your templates. The components defined in the template structure cannot be moved nor deleted from a resulting page.
2. Initial Content: On the Initial Content, you can define content that will appear when a page is first created based on the template. Initial content can then be edited by page authors.
3. Content Policies: The Content Policies define the design properties of a component. These are applicable to the template as well as pages created with the template.
4. Layout: You can define the template layout for a range of devices. Responsive layout for templates operates in the same way as it does for page authoring.

* Reference between Template-type and Editable template is static.
* The structure of template & template-type is same (initial, jcr:content, structure, thumbnail.png)
  + Template has cq:templateType property which specifies from which template-type the template has been created.
  + Our project specific folder created under /conf is of primaryType - sling:Folder

Reference - https://www.north-47.com/knowledge-base/editable-templates-in-aem-6-5/

Run modes

Reference - https://experienceleague.adobe.com/docs/experience-manager-65/deploying/configuring/configure-runmodes.html?lang=en