LIBRARY

VS.

FRAMEWORK

Read more about it →

DEFINITION

LIBRARY

When you use a library, you call its methods or functions. You're in charge, deciding when and where to use the library.

FRAMEWORK

It's the opposite. The framework controls the flow and calls methods or functions you provide. This is often called "Inversion of Control.

USAGE

LIBRARY

It's a collection of functions you can choose to use. You might use just one or two functions from a library.

FRAMEWORK

It provides a skeleton for building your app. You fit your code into the framework's structure.

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SIZE & SCOPE

LIBRARY

Typically smaller in scope and solves specific issues.

FRAMEWORK

Bigger and covers a broader range of issues. A framework can include several libraries.

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DEPENDENCY

LIBRARY

Your app depends on the library.

FRAMEWORK

The framework is the foundation, and your app is built on top of it.

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CHANGING & ADAPTING

LIBRARY

If you don't like a part of a library, you can easily swap it out or avoid it.

FRAMEWORK

Making changes might be trickier since your whole app is built around the framework's rules.

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DEVELOPMENT PROCESS

LIBRARY

You add the library when you need a specific feature.

FRAMEWORK

You usually begin your development with a framework as the base.

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