A framework is a collection of pre-written code that provides a structure for developing a specific type of application. It typically includes a set of predefined classes and methods that can be used to perform common tasks. A developer using a framework is required to work within the constraints of the framework, and the structure of the application is often dictated by the framework.

A library, on the other hand, is a collection of pre-written code that can be used to add specific functionality to an application. A developer using a library can choose to use only the specific parts of the library that are needed, and is not required to work within any particular constraints. The structure of the application is not dictated by the library.

LIBRARY   VERSUS   **FRAMEWORK**

Pin it

Library	Framework
Library is a set of reusable functions used by computer programs.	Framework is a piece of code that dictates the architecture of your project and aids in programs.
You are in full control when you call a method from a library and the control is then returned.	The code never calls into a framework, instead the framework calls you.
It's incorporated seamlessly into existing projects to add functionality that you can access using an API.	It cannot be seamlessly incorporated into an existing project. Instead it can be used when a new project is started.
They are important in program linking and binding process.	They provide a standard way to build and deploy applications
Example: jQuery is a JavaScript library that simplifies DOM manipulation.	Example: AngularJS is a JavaScript-based framework for dynamic web applications.