**Task 2**

Convention over configuration is a design paradigm which is aimed to reduce the number of decision that a developer needs to make, making thing simpler but not reducing the flexibility of the design by much.

Convention over configuration is intended to design a framework so a standard naming convention is needed to map classes to resources or events. A programmer only needs to rewrite the mapping configuration when the naming convention fails. This is very important when designing big projects so that a standard of coding can be used and the project can be passed on to others without needed major explanation.

Convention over configuration basically means that a developer only needs to specify the unconventional aspect of the software. For example, a class Item in a model, the corresponding table in the database will be called “item” by default. Only if a developer deviates from the convention such as renaming the table “items”, that a developer must write codes regarding these names.

When the tool implemented by the convention matches the behavior that is desired, it behaves as it should have without needing to write any sort of configuration files. Only when there is a deviation from the expected behavior that a configuration files is needed.

Examples of frameworks that use this paradigm:

1. Ruby on Rails
2. Laravel
3. Java