



# FRAMEWORK

## EXPLAINED TO A 6 YEAR-OLD



Practical uses?

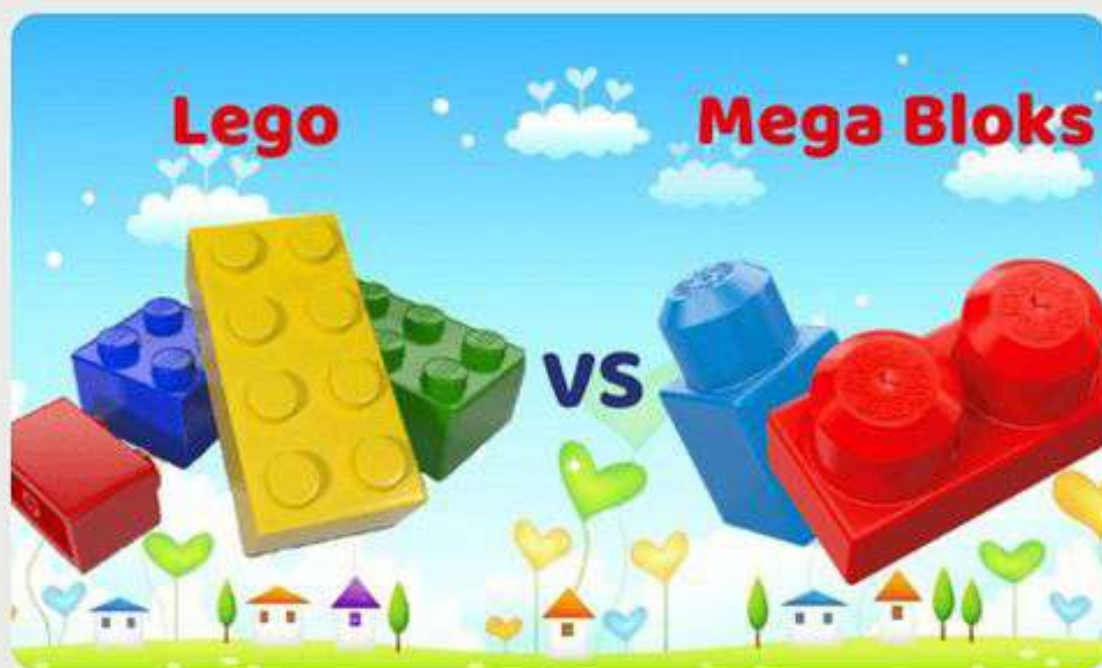


Imagine you're trying to make a toy car out of some construction toy.



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Picking a programming language is like picking legos vs mega bloks vs k'nex.



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You pretty much have to pick one, you can't really mix and match easily.



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They all have strengths and weaknesses in terms of what they're good for, but they're all capable of making something that satisfies the core requirements (something that rolls on the floor and looks something like a car).



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A **framework** would be a pre-made skeleton of a vehicle for one of those toy sets, so you don't have to start from scratch.



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You can start with a working, rolling car, and then start customizing it and decorating it.

Without that framework, you have to start from scratch.



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In programming, frameworks like Rails and Django are popular because they've built a lot of the stuff you're going to need for most web apps, so you don't have to start from scratch.



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But just like with the blocks, the frameworks are fully customizable, you aren't forced to take it as-is, you can start with a framework and change up parts of it you don't need or don't like.



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