



Frameworks: An Introduction

Approach

- Gather materials from
 - [1] Design Patterns - Elements of Reusable Object-Oriented Software by Gamma, Helm, Johnson, and Vlissides (GoF), and
 - [2], by Craig Larman.
 - Two very widely recognized sources...
 - [3] Some great slides / words from Team 4's presentation supplemented via emails / help from Ken Bedwell
 - Will take the GoF's book first followed by Larman's materials - interspersed with [3].
 - Emphasizing 'principles.'
 - Please note that the text in the overheads comes almost verbatim from these sources.

Definition

- According to Gamma, et al [1]: “A Framework is a set of cooperating classes that makes up a reusable design for a specific class of software.”
- A framework provides architectural guidance by partitioning the design into abstract classes and defining their responsibilities and collaborations.