

# Pick a component type



This tutorial has not yet been updated to reflect post-1.4 Framework changes.

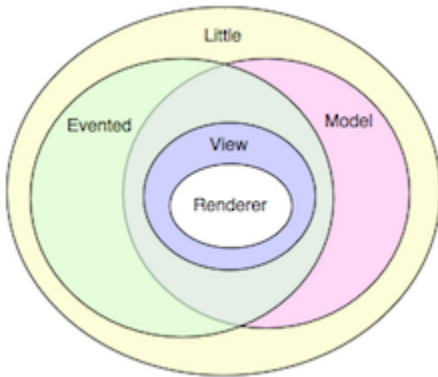
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## See Also

[Component Grades](#)

The Infusion Framework provides lots of supports for creating components. We have defined a number of different types, or *grades*, of component, and the Framework will automatically set up different stuff for you depending on which grade of component you create. (For more advanced information about grades, see [Component Grades](#).)

Venn diagram showing component types:



The basic types are:

- **little component:** the most basic type
- **model component:** for components that will have maintain abstract data model
- **evented component:** for components that want to fire events
- **view component:** for components that have a user interface
- **renderer component:** for components that want to render the user interface using a template

These types of components build upon each other, a teeny little bit like inheritance:

- **model** and **evented** components add support for models and events (respectively) to **little** components
- **view components** support models and events, and also add support for views.
- **renderer components** are **view components** with the [Renderer](#) added.

For this tutorial, we suggest you work through all of the examples in order, to understand what each type of component offers. That way, you'll be in a better position to decide which grade you'll need for your components. Regardless of grade, the basic process for creating a component is the same. The next page in this tutorial will explain this basic process using the **little component**, but you will see the same process for each of the component types.

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