



Static vs Dynamic Typing - definitions

- **Statically typed**. Statically typed means that the type of every expression can be determined at compile time. Miranda and Ada are examples of statically typed languages. (Scheme is not statically typed though.)
- Speaking more loosely, we may refer to a language as statically typed if the compiler can determine and check the types of almost all expressions at compile time.
- Dynamically typed. The types of expressions are not known until runtime. Example languages: Smalltalk, Scheme.

Tradeoffs

- Generally we want languages to be type safe.
- An exception is a language used for some kinds of systems programming, for example writing a garbage collector. The "safe subset" approach is one way to deal with this problem.
- Advantages of static typing: catch errors at compile time
 - machine-checkable documentation
- potential for improved efficiency
- Advantages of dynamic typing:
 - Flexibility
 - rapid prototyping

CSE 341, Spring 2002

