

## Concepts of Programming Languages, CSCI 305, Fall 2021

### Type Systems, Chapter 7, Nov. 1

Section 7.1 Overview

Section 7.2 Type Checking

Section 7.5 Summary and Concluding Remarks

Purpose of type systems:

- Implicit context for many operations.
- Limit the set of operations that are semantically valid so compiler can catch errors.
- If declared explicitly, can make the program easier to read and understand. Types are a kind of stylized documentation. (Easier to read and understand, harder to write.)
- Can help optimization.

JavaScript, Python and Ruby are strongly, but dynamically typed.

Java, C#, Rust are strongly and statically typed (C# gives choices)

C is weakly but statically typed

Languages are not purely one type or the other.

#### Strong versus Weak Typing

Strong – language defines each type of data. Variables and expressions must be described with one of these data types

Weak – many operations allowed without regard to types of the operands (typically dynamically typed)

Terms not well defined. Wikipedia says “No universally accepted definition for strong and weak typing

#### Static versus Dynamic Typing

Static – variables are typed at compile time

Dynamic – variables are typed at run-time

Gradual typing – variables may be typed at compile or run-time. Allow developers to choose static or dynamic within a single language

Duck typing (typically considered style of dynamic typing) – determine typing from how it is used, rather than the object’s type

“If it walks like a duck and it quacks like a duck, then it must be a duck.”

Inference typing – automatic detection of the data type

## Static versus Dynamic

<b>Pros of Static Typing</b>	<b>Pros of Dynamic Typing</b>
<ul style="list-style-type: none"><li>• Earlier detection of programming mistakes</li><li>• Better documentation in the form of type signatures</li><li>• More opportunities for compiler optimizations</li><li>• Increased runtime efficiency</li></ul>	<ul style="list-style-type: none"><li>• Ideally suited for prototyping systems with changing or unknown requirements</li><li>• Good when dealing with truly dynamic program behavior</li><li>• Code is more reusable</li><li>• Code is more concise</li><li>• Code is not any less safe (some claim)</li><li>• Code is not any less expressive (some claim)</li></ul>