

Names, Scope, and
Bindings
Chapter 3

Bindings

Programming Languages

Objective

Today's primary objective:

- You know the many types of bindings that occur
- You can associate events with binding times

Binding Times

Binding times:

- Language design time
- Language implementation time
- Compile time
- Link time (static linking)
- Load time
- Link time (dynamic linking)
- Run time

Names of Objects versus the Objects Themselves

Java and C#:

```
Employee employee;  
employee = new Employee();
```

C:

```
struct Employee {  
    char name[30];  
    char address[50];  
};
```

```
struct Employee employee;
```

```
int *myInt;
```

```
myInt = (int *) malloc(sizeof(int));  
free(myInt);
```