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| **VAR** | **DYNAMIC** |
| The **var** keyword is used for implicit typing of local variables. | The **dynamic** keyword is used for dynamic typing. |
| It allows the compiler to infer the type of the variable based on the expression used to initialize it. | It tells the compiler to bypass compile-time type checking and resolve types at runtime. |
| Once the type is inferred, it cannot be changed. | The type of a **dynamic** variable can change at runtime. |
| At compile-time, the variable is treated as having the type of the expression used to initialize it. | It enables late binding and allows for dynamic method invocation, property access, and operations. |
| It is static typing. | It is useful when working with COM objects, dynamic languages like JavaScript, or scenarios where the type is not known until runtime. |
| var number = 10; // Compiler infers type as int  var name = "John"; // Compiler infers type as string | dynamic value = 10; // Type inferred as int initially  value = "John"; // Type changes to string at runtime |