

*Static type binding	Dynamic Type binding
1. In static type binding, the type of the variable is known at the compile time.	1. In dynamic type binding, the type of the variable is known at the run time.
2. In static type binding, the type of the variable is known at the compile time.	2. In dynamic type binding, the type of the variable is known at the run time.
3. In static type binding, the type of the variable is known at the compile time.	3. In dynamic type binding, the type of the variable is known at the run time.
4. In static type binding, the type of the variable is known at the compile time.	4. In dynamic type binding, the type of the variable is known at the run time.
5. In static type binding, the type of the variable is known at the compile time.	5. In dynamic type binding, the type of the variable is known at the run time.
6. In static type binding, the type of the variable is known at the compile time.	6. In dynamic type binding, the type of the variable is known at the run time.
7. In static type binding, the type of the variable is known at the compile time.	7. In dynamic type binding, the type of the variable is known at the run time.
8. In static type binding, the type of the variable is known at the compile time.	8. In dynamic type binding, the type of the variable is known at the run time.
9. In static type binding, the type of the variable is known at the compile time.	9. In dynamic type binding, the type of the variable is known at the run time.
10. In static type binding, the type of the variable is known at the compile time.	10. In dynamic type binding, the type of the variable is known at the run time.

[Static Type Binding]
int i; = 변수의 타입이 고정된다.
i = 10; (숫자)
i = "Hello"; (오류)

[Dynamic Type Binding]	
var i;	
i = 10; (숫자) => 값을 넣는 순간 변수의 타입이 결정	
i = "Hello"; => String	
i = "true"; => Boolean	

*Full stack	Back-end / Front-end
[Server-side Rendering]	



Client-side Rendering]



클라이언트 쪽에서 출력할 화면을 만든다.