**Statically typed and Dynamically typed languages**

**Statically typed languages:**

In a statically typed language variables' types are *static*, meaning once you set a variable to a type, you cannot change it. That is because typing is associated with the variable rather than the value it refers to. Statically typed languages include Ada, C, C++, C#, JADE, Java, Fortran, Haskell, ML, Pascal, Perl and Scala.

**For example in Java:**

String str = "Hello"; //variable str statically typed as string

str = 5; //would throw an error since str is supposed to be a string only

**Dynamically typed languages:**

In a dynamically typed language variables' types are *dynamic*, meaning after you set a variable to a type, you CAN change it. That is because typing is associated with the value it assumes rather than the variable itself. Dynamically typed languages include Groovy, JavaScript, Lisp, Lua, Objective-C, Perl , PHP, Prolog, Python, Ruby, Smalltalk and Tcl

**For example in Javascript :**

str = "Hello" // variable str is linked to a string value

str = 5 //now it is linked to an integer value