1. Statistically Typed Language

Data types will be checked while compiling. These types of languages are used heavily in enterprise application development.

Dynamically Typed Language

Data types are checked at runtime. This type is not used for enterprise application development.

Strongly Typed Language

Data types are defined strictly. These types of languages are used heavily in enterprise application development.

Loosely Typed language

Data types aren’t defined strictly.

Java contains both Statistically typed and Dynamically typed. And it is a strongly typed programming language.

2. Case Sensitive

Here, the difference between upper & lower case letters is significant. C, C++, Java, C#, Python fall under this category.

Case Insensitive

These type of languages do not distinguish between upper & lower case letters. SQL, Pascal fall under this category.

Case Sensitive Insensitive

These are a hybrid type language. Some of the identifiers of these languages are case-sensitive while others are case insensitive. JavaScript falls under this category.

Java is a case-sensitive programming language.

3. Identity Conversion

Identity conversion occurs when two objects of the same type are assigned to each other. This is an implicit conversion. This can be performed between objects of the same type and this

conversion won’t change the value of the object.

Int numberOne = 10; String stringOne = “Hello”;

int numberTwo = numberOne; String stringTwo = StringOne;

4. Primitive Widening Conversion

This is a implicit type conversion that happens when a smaller data type is converted into a larger data type. No data will be lost.

byte myByte = 10;

Int myInt = myByte;

byte → short → int → long

5. Run-time constants & Compile-time constants

In compile-time constants, compiler identifies the value while compiling and in run-time constants compiler cannot identify the value while compiling. The program should run to identify the value.

Final int ctConstants =10; //is a compile time constant

int rtConstants =10; //is a run time constant