**QUESTIONS TASK:**

1. **Definition of Type:**"Type" in programming refers to how data is categorized according to its characteristics and the actions that can be done on it. The definition is divided into two sections:

* **Data Type:** Indicates the type of data that can be stored in a variable, including characters, integers, and floating-point numbers.
* **Type System:** Enforces rules on how different types can be combined and manipulated in a program.

1. **Difference between Strongly and Weakly Typed Languages:**

* **Strongly Typed Language:**
  + Variables are bound to a specific data type.
  + Type checking is enforced at compile-time, and implicit type conversions are limited.
  + Examples include C++, Java, and Python.
* **Weakly Typed Language:**
  + Variables are not strictly bound to a specific data type.
  + Type checking may be deferred until runtime, and implicit type conversions are more permissive.
  + Examples include JavaScript, PHP, and Perl.

1. **Reason for Fewer Bugs in Strongly Typed Languages:**

* **Type Safety:** Strongly typed languages catch type-related errors at compile-time, reducing the chances of runtime errors.
* **Explicitness:** Code is easier to read and programmers can better understand the intended data types when type declarations are explicit.
* **Prevents Unintended Conversions:** Strict type enforcement prevents unintended type conversions, reducing unexpected behaviour.
* **Early Detection:** By identifying type issues early in the development process, runtime failures are decreased and debugging is made simpler.