1.Statically Typed Language-type checking at compile time

Dynamically Typed Language-type cheking at runtime

Strongly Typed Language-most consider about data types

Loosely Typed Language-not most consider about data types

java-> Statically Typed Language
Dynamically Typed Language
Strongly Typed Language

2.In case sensitive matter describe a programming language's ability to difference between upper case and lower case letters.
ex-int A=10; int a=10 are not equal.

In case insensitive upper and lowercase letters is same.
ex-int A=10; int a=10 are equal.

Case Sensitive-Insensitive-some times upper and lowercase letters is same and some times not.

java->case sensitive

3.A conversion from a type to that same type is permitted for any type.
ex- int x=10;
double y=10.5;

4.

char
byte-->short-->int-->long
float-->double

ex- char myChar=5;
byte myByte=10;

short myShort=myByte;
int myInt1= myShort;
int myInt2=myChar;
long myLong=myInt1;

float myFloat1=myInt1;
float myFloat2=myLong;

double myDouble1=myLong;
double myDouble2=myInt1;
double myDouble3=myFloat1;
double myDouble4=myFloat2;

5.run time constants- value assign at runtime
ex- final int x=10;

compile time constants- value assign at compile time
ex- final int x=10*(int) Math.random();

6.Implicit (Automatic) Narrowing Primitive Conversions- assigning a larger type to a smaller type automatically
conditions: the value must be a compile time constant
value must in the range of assigning type

Explicit Narrowing Conversions (Casting)- assigning a larger type to a smaller type by casting

10.This situation happens in a very specific case when we want to convert from a byte to a char. The first conversion is the widening of the byte to int and then from the int it is narrowed down to char.