Personally, I have a slight preference for static typing. This is because dynamic typing slows things down a little bit, I have done most of my coding using static and in most of my applications I will not be taking advantage of it. I also like that I’m never confused about what type a certain variable I won’t ever get surprised at some strange output.

Dynamic tying can lead to quicker development due to the code being more readable and flexible. This applies in situations where it is not exactly obvious what type something needs to be and the intuitive type does not work. There are situations in static where if the type needs to be changed a lot of other things will need to be changed. More lenient polymorphism will allow for more code reuse. With dynamic polymorphism is more lenient so objects can inherit from different types of objects. This can be nice as this increases code reuse, but can lead to bugs, confusion and difficult to read code.

Static typing is going to allow for more organized and thoughtful design. Declaring a type acts as a sort of documentation to make the code more readable. Developers will have to think about what should happen with a type with a future. The end result is code that is more reliable and maintainable. Compilers are better at finding errors with static which makes the life of a programmer a lot easier. Auto-completion whether built in an IDE or with external software like Kite offers a way to make coding easier and faster. The reality is that auto-completion is just better when working with static types. Another bonus is the compiler will detect issues with static variables at compile time as opposed to runtime for dynamic which will aid in debugging.

Ultimately it seems like they both have their own purposes. Fast development for smaller projects seems to be the home for dynamic typing, but larger more complicated projects that need to scale up without serious issues seem to be safer with the use of static typing.

Sources:

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