1. **Statically Typed Language**

In statically typed programming languages, type checking occurs at compile time. Java is a statically typed programming language.

**Dynamically Typed Language**

In dynamically typed programming languages, type checking take place at run time or execution time. Java is also a dynamically typed programming language.

**Strongly Typed Language**

Strongly typed languages, that variable have a well-defined type and that there are strict rules about the type of variable. Java is a strongly typed programming language because it demands the declaration of every variable with a data type.

**Loosely Typed Language**

Loosely typed languages don’t care about the type of variables. We do not have to specify the variable type in advance. Java is not a loosely typed language.

1. **Case Sensitive**

If a programming language is case sensitive, it means that it distinguishes between uppercase and lowercase letters. Case sensitive programming languages include C, C#, C++, Java, Python, Ruby and Swift.

**Case Insensitive**

If a programming language is case insensitive, it has ability to ignore the difference between upper- and lower-case version of a letter. Some examples of these programming languages include Ada, Fortran, SQL, and Pascal.

1. **Identity Conversion**

In Java, identity conversion is a type conversion that is the simplest and safest type of conversion. It occurs when a value is assigned to a variable of the same type without any explicit casting or conversion. In other words, when the sources value’s type matches exactly with the target variable’s type, the Java compiler performs an identity conversion.

Ex 1: Integer to int

int number = 42; // Declaration of an int variable

Integer integerObject = number; // Identity conversion from int to Integer

In this example, we have an int variable named number with value 42. The wrapper class Integer wraps the primitive int type. When we assign the int variable number to an Integer object integerObject, an identity conversion takes place because the two types of matches. The java compiler automatically converts the int primitive to the corresponding Integer object.

Ex 2: String to String

String name = "John"; // Declaration of a String variable

String newName = name; // Identity conversion from String to String

In this example, we have a String variable named name with the value John. When we assign the String variable name to another String variable newname, an identity conversion occurs because both variables have the same type (String). The java compiler recognizes this and performs the assignment without any need for explicit casting or conversion.

1. **Primitive widening conversion**

Primitive widening conversion, also known as a automatic type conversion, is a process in Java where a value of a smaller data type is automatically converted to a value of a larger data type without any data loss. This type of conversion is performed implicitly by the Java compiler when certain conditions are met. The goal is to ensure that no data is lost during the conversion and that the value can be represented by the larger data type.

char

byte short int long float double

The arrows indicate the allowed widening conversions. For example, a byte can be automatically converted to a short, an int, a long, a float, or a double, but it cannot be converted to a char or a smaller data type.

Ex: byte to int

byte b = 50; // Declare a byte variable and assign a value

int i = b; // Widening conversion from byte to int

The value 50 is stored in the byte variable b. Since int can represent a larger range of values than byte, the Java compiler performs a widening conversion automatically when we assign b to the int variable i.

1. **Run time constant.**

Run time constants are constants whose values are determined only during the execution of the program, ex, at run time. They cannot be determined at compile time, so their values are evaluated or provided when the program is running.

Ex:

final int y = getRandomNumber(); // 'y' is a run-time constant, its value is determined at runtime

In this example, y is declared as a final variable, but its value is assigned by calling the method getRandomNumber() at runtime. The compiler does not know the value of y during compilation, so it cannot replace it directly in the bytecode.

**Compile time constant.**

Compile time constants are constants whose value can be determined by the compiler during the compilation phase of the program. These constants are resolved at compile time and replaced with their actual values in the bytecode. They are usually literals or expressions composed of literals, and their values are known and fixed before the program is executed.

Ex:

final int x = 10; // 'x' is a compile-time constant, its value is known during compilation

final String message = "Hello, World!"; // 'message' is a compile-time constant

In the example, x and message are compile time constants. The compiler knows their values during the compilation process and directly substitutes them in the bytecode. These constants are often declared using the final keyword to indicate that their values cannot be changed during runtime.