

## Early Binding:

- **Definition:** Early binding refers to the practice of associating values or meanings to symbols as soon as possible in the program's lifecycle.
- **Examples:** Static variables' values are determined during compilation, and constants are assigned their values as part of the code.

## Late Binding:

- **Definition:** Late binding involves associating values or meanings to symbols as late as possible, typically during program execution.
- **Examples:** Function pointers or interfaces that are resolved at runtime based on the specific object or situation.

## Key Points:

- **Trade-offs:** Different binding times offer trade-offs between performance, flexibility, and ease of development.
- **Static vs. Dynamic Binding:** Static binding offers performance benefits due to early determination of associations, while dynamic binding provides flexibility and