Compile-time type-checking

- Some call it static checking, type safety, strict type-checking, strong typing, ...
- It does have some advantages:
  1. You catch certain errors at compile time which you now can be sure won’t occur at run-time: arithmetic between the wrong types, wrong number of arguments to functions, etc.
  2. Simple errors that appear during code refactoring are easily caught and fixed.
  3. The more the compiler knows about your code, the better optimized code it can produce.
  4. Types serve as comments to the programmer, reminding him/her of what types of arguments a method was designed to take.

But:
- Even Java has many errors which cannot be caught until run-time, such as ClassCastException and ArrayOutOfBoundsException.
- Sometimes you need more flexibility, and it can be hard to work around a strict typechecker.

Run-time type-checking

- On the one hand, on the other hand:
  1. Less static type-checking may make programs faster to write, but it may also make them harder to maintain.
  2. A program is written once, but read and re-written many times — types can help someone unfamiliar with the code to understand it quicker.
The type of an object is defined by what it can do.

If an object walks like a duck, and talks like a duck, let's treat it like it's a duck!

We call this Duck Typing.

Here's a simple class that logs data by appending it to a file:

```ruby
class Logger
  def initialize()
    @f = File.open("logfile", "w")
  end

  def log(message)
    @f << message
  end
end

l = Logger.new
l.log("Ducks ahoy!\n")
```

Or a string, which also knows the `<<` message.

Notice that the only change we had to make was to the statement that creates the `f`-object.

```ruby
class Logger
  def initialize()
    @f = 
  end

  def log(message)
    @f << message
  end
end

l = Logger.new
l.log("Ducks ahoy!\n")
```

Or an array, which also responds to the `<<` message:

```ruby
class Logger
  def initialize()
    @f = []
  end

  def log(message)
    @f << message
  end
end

l = Logger.new
l.log("Ducks ahoy!\n")
```
If you absolutely want to check types, you should really check whether an object responds to a particular message or not:

```ruby
class Logger
  def initialize
    @f = {}
  end
  def log(message)
    unless @f.respond_to?(:<<)
      fail TypeError.new("log needs <<")
    end
    @f << message
  end
end
```

Of course, all we're checking here is that there's a method by the name of `<<`, we know nothing about what arguments it takes, what it does to those arguments, etc, so this is pretty weak checking.

Ducks vs. Dragons

```ruby
class Duck
  def quack() puts "Quack!" end
  def walk() puts "Do the duck walk!" end
end
def playInMyPond!(someSortOfDuck)
  someSortOfDuck.quack
  someSortOfDuck.walk
end
donald = Duck.new()
playInMyPond!(donald)
```

```ruby
class Dragon
  def quack() puts "Impersonate a Duck!" end
  def walk() puts "Breath fire!" end
end
def playInMyPond!(someSortOfDuck)
  someSortOfDuck.quack
  someSortOfDuck.walk
end
dragon = Dragon.new()
playInMyPond!(dragon)
```
class Cowboy
  def move() end
  def draw() end
end

class Square
  def move() end
  def draw() end
end

johnWayne = Cowboy.new()
smallSquare = Square.new()
johnWayne = smallSquare

class Cowboy {
  void move() {}
  void draw() {}
}
class Square {
  void move() {}
  void draw() {}
}
class Java {
  public static void main(String[] args) {
    Cowboy johnWayne = new Cowboy();
    Square smallSquare = new Square();
    johnWayne = smallSquare;
  }
}