Type Safety

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Type Safety is the extent to which a programming language discourages or prevents type errors. A type error is erroneous or undesirable program behavior caused by a discrepancy between differing data types for the program's constants, variables, and methods (functions), e.g., treating an integer (int) as a floating-point number (float). Type safety is sometimes alternatively considered to be a property of a computer program rather than the language in which that program is written; that is, some languages have type-safe facilities that can be circumvented by programmers who adopt practices that exhibit poor type safety. The formal type-theoretic definition of type safety is considerably stronger than what is understood by most programmers.

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Last update: **2021/07/14 16:45**