

# Introduction to TypeScript



## Tooling up

- TypeScript
- WebPack
- React



## Getting Started

- First SPFx Project
- Accessing SharePoint and Graph APIs
- Provisioning
- Web part Editing
- Extensions

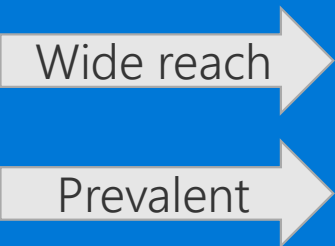


# Agenda

- What is it, and why should I use it?
- Code walkthroughs
- An example
- Debugging TypeScript



# A Brief History of JavaScript



December 1995	JavaScript	Netscape and Sun Microsystems announce JavaScript
June 1997	ES1	The European Computer Manufacturer's Society (ECMA) adopts the JavaScript standard
December 1999	ES3	Adds regular expressions, try/catch, number formatting, etc.
December 2009	ES5 (IE9+, Chrome 23+, FF 21+)	Adds strict mode, library support for JSON, better object reflection
June 2015	ES6 / ES2015 (Edge 12+, Chrome 49+, FF44+)	Adds classes, modules, promises, arrow functions, block scoped variables, and more
(work in progress)	ES7 / ES2016, ES2017 ...	Proposed features include concurrency, zero copy binary data transfer, observable streams

TypeScript can target specific versions ES5 or newer

# How many mistakes can you find?

Function to display a random message and the day of the week, such as "Happy Thursday"

---

```
1 (function () {  
2   function loadMe() {  
3     var greetings = ["Happy", "Have a good", "It's"];  
4     var weekdays = ["Sunday", "Monday", "Tuesday", "Wednesday",  
5                     "Thursday", "Friday", "Saturday"];  
6     var greeting = greetings[Math.floor(Math.random *  
7       greetings.length)];  
8     var todayIs = weekdays[Date().getDay()];  
9     document.getElementById('elt1').innerHTML =  
10      greeting + " " + todayIs + "!";  
11   }  
12   window.onload = loadMe();  
13 })()
```

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8     var todayIs = weekdays[new Date().getDay()];  
9     document.getElementById('elt1').innerHTML =  
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12   window.onload = loadMe(+);  
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```

15%  
reduction in  
bugs  
[http://bit.ly/  
TSBugResearch](http://bit.ly/TSBugResearch)

<https://link.bobg.tv/JSMistakes>

# What is TypeScript?

- Strict superset of JavaScript
- Supports
  - Static types
  - Object classes, inheritance, interfaces (ES6 compatible)
  - Greatly improved editing/"intellisense" experience
- Compiles into JavaScript (target ES5 or ES6/ES2015)
- From Microsoft; Google likes it too (Angular 2+ is written in TypeScript)
- Compiler is written in TypeScript, generally runs under Node.js

# Language Features

- Type Annotations
- Classes
- External Libraries

<http://link.bobg.tv/LearnTypeScript>

# demo

# Instant Lab

Typescript Playground

<https://www.typescriptlang.org/play/>

Shows:

- Adding types to JavaScript
- Classes, interfaces, and inheritance
- Unions and type guards



# Questions

From a recent presentation at Full Stack Academy

- Is TypeScript used at Microsoft?  
How does it scale?  
With what libraries/frameworks?
- What is the impact on bugs?



<http://bit.ly/TSBugResearch>

# Resources

## Bob's TS Examples

- <http://bit.ly/LearnTypeScript>

## TypeScript Playground

- <http://bit.ly/TSPlayground>

## **this** in TypeScript

- <http://bit.ly/TypeScriptThis>

## Code Samples

- <http://bit.ly/LearnTypeScript>
- <http://bit.ly/TSWeather>

## JSON to TS Definition

- <http://json2ts.com>

