# Intro to meta programming in TypeScript

```
TypeScript = static types + JavaScript static types = TypeScript - JavaScript
```

```
const me = {
  nickname: "Adi",
  github: "9at8",
  instagram: "9at8",
  discord: "9at8#8019",
  twitter: "9at8_",
}
```

- CS 2021
- Using TypeScript since my second co-op in January 2018
- Also used TypeScript during my interviews

## **Types as Sets**

```
boolean = {true, false}
number = \{-1, 2, -3, 3.14, 42, \ldots\}
string = {"oof", "ooff", "oofff", "ooffff", ...}
interface Person {
  firstName: string
  lastName: string
Person = Forall fname in string ->
            Forall lname in string ->
              ({ firstName: fname, lastName: lname })
```

```
interface Box {
  id: number
  data: unknown
}

const box: Box = { id: 42, data: "i am a string" }

box.item
// ^^^ oh no! the compiler no longer knows that it clearly is a string!
```

## Generics

```
interface Box<Data> {
   id: number
   data: Data
}

const stringBox: Box<string> = { id: 42, data: "i am a string" }
const numberBox: Box<number> = { id: 24, data: 1 }

stringBox.data // <- the compiler knows that data is a string
numberBox.data // <- the compiler knows that data is a number</pre>
```

```
interface Box<Data extends string | number> {
   id: number
   item: Data
}

const stringBox: Box<string> = { id: 42, data: "i am a string" }
   const numberBox: Box<number> = { id: 24, data: 1 }
   const boolBox: Box<boolean> = { id: -42, data: true }
/// Type 'boolean' does not satisfy the constraint 'string | number'.
```

```
type Unbox<T> = T extends Box<infer Data>
  ? Data extends Box<any>
    ? Unbox<Data>
    : Data
  : never
// Unbox<Box<Box<string>>> = Unbox<Box<Data>>, OR
// Data = Box<string>
const strBox = { id: 42, data: "i am a string" }
const strBoxBox = { id: 24, data: strBox }
type InnerType1 = Unbox<typeof strBox>
// AAAAAAAAA string
type InnerType2 = Unbox<typeof strBoxBox>
    AAAAAAAAA string
```

# What is meta programming?

## Wikipedia:

" Metaprogramming is a programming technique in which computer programs have the ability to treat other programs as their data.

**Metaprogram**: A program that read, generate, analyze or transform other programs, and even modify itself while running.

"

# meta-typing package

https://github.com/ronami/meta-typing

## Incrementing and decrementing numbers

```
type IncTable = { 0: 1; 1: 2; 2: 3; 3: 4; 4: 5; 5: 6; 6: 7; 7: 8; 8: 9; 9: 10 };
type DecTable = { 10: 9; 9: 8; 8: 7; 7: 6; 6: 5; 5: 4; 4: 3; 3: 2; 2: 1; 1: 0 };
type Inc<T extends number> = T extends keyof IncTable
  ? IncTable[T]
  : never;
type Dec<T extends number> = T extends keyof DecTable
  ? DecTable[T]
  : never;
type Two = Inc<1>
type One = Dec<Inc<1>>
```

## Less than or equal to

```
// `true` if `A` is smaller than or equals to `B`, `false` otherwise
type Lte<A extends number, B extends number> =
 IsNever<A> extends true
  ? IsNever<B> extends true
    ? true
    : false
  : Lte<Inc<A>, Inc<B>>;
 Lte<8, 9> = Lte<9, 10> = Lte<10, never> = Lte<never, never> = true
  Lte<9, 8> = Lte<10, 9> = Lte<never, 10> = false
```

## Head and tail of a list

```
type Head<T extends Array<any>> =
  T extends [any, ...Array<any>]
  ? T['0']
  : never;

type Tail<T extends Array<any>> =
  T extends [any, ...infer Rest]
  ? Rest
  : never;
```

# THE BIG REVEAL

## Insertion sort

```
type Insert<</pre>
  N extends number,
  R extends number[]
> = R extends []
  ? [N]
  : Lte<N, Head<R>> extends true
    ? [N, ...R]
        Head<R>,
        ...Insert<N, Cast<Tail<R>, number[]>>
```

```
type InsertionSort<
   T extends number[],
   R extends number[] = []
> = T extends []
? R
: InsertionSort<
        Cast<Tail<T>, number[]>,
        Insert<Head<T>, R>
        >
```

- Sorting
  - Quick-sort
  - Merge-sort
  - Insertion-sort
- Puzzles
  - N-Queens
  - Maze-solving
  - Binary trees
  - Square Matrix Rotation
  - Towers of Hanoi

# Questions?

(Probably a good idea to not use this stuff during interviews)

Slides (source)

Slides (html)

Slides (pdf)