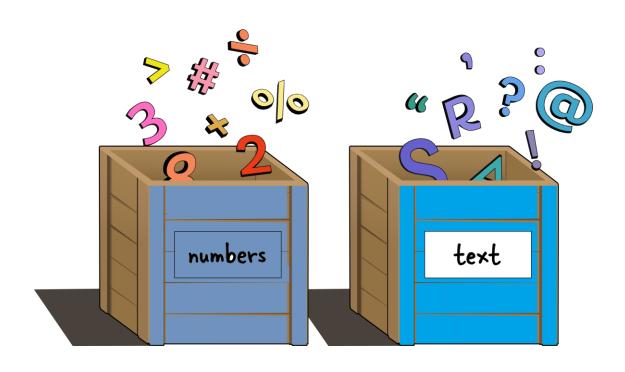
# Typescript DataTypes Chapter-2

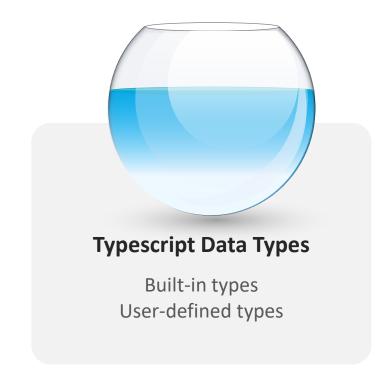


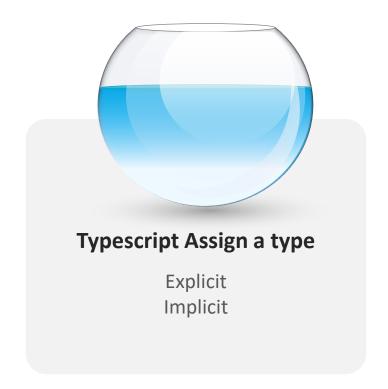


# **DataTypes**



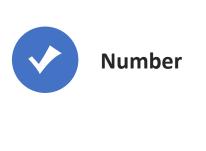
A data type is a classification of a variable representing the type of data it can hold







# **Built-in Types**

















### Number & String



It consists of whole numbers and floating point values, it is represented by the keyword number.



The values in a string are surrounded by single quotation marks or double quotation marks. It is represented by the keyword string.

#### Number

let age:number=1;

let amount:number=510.25



```
let name1:string='remya';
let name2:string="raju";
console.log(name1);
console.log(name2);
```



### **Boolean & Void**

#### **Boolean**

Boolean represents the true or false values. It is represented by the keyword boolean..



#### Void

The void type is used when there is no data, it is used when functions return no value. It is represented by the void keyword

#### **Boolean**

let a:boolean=true; let b:boolean=false; console.log(a); console.log(b);

#### Void

```
function greet(): void {
  console.log("Hello, world!");
}
```



### Null & undefined

### -\(\)C-\\ Null

Null refers to the absence of any object value. It means nothing or no value. It is similar to the void type but we have to define it explicitly. The null keyword is used to define the null type in typescript.



Denotes all uninitialized variables in typescript. Assigning a value to an undefined data type is of no use.



Null

let myValue: string | null = null;



undefined

let myVariable: number; // automatically initialized with 'undefined'



# Any

#### any

In TypeScript, the any type is a special type that is used to represent values of any type.

#### any

```
let a: any;
let b: any;
a="aitrich";
b=1;
console.log(a);
console.log(b);
```



# **User-Defined Types**



**Array** 



class



**Tuple** 



**Functions** 



**Interface** 



**Enums** 



# Array & Tuple

#### **Array**

Array is a collection of elements of a similar data type. TypeScript supports working with arrays of values.



#### **Tuple**

It is a data type that includes two sets of values of different data types.



#### Arrays can be Written in

var list : number [] = [1,2,3]

var list : Array<number>=[1,2,3]

var list : any [] =[1, true , "free"]



#### Tuple can be Written in

var x : [string , number ]

x=["hello", 10]





### Interface

#### Interface

Interfaces are a way to define contracts for object shapes..

#### Interface

```
interface Person {
  firstName: string;
  lastName: string;
  age: number;
}
```

#### **Interface**

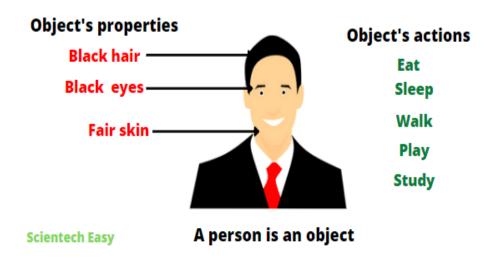
```
const person: Person = {
  firstName: "John",
  lastName: "Doe",
  age: 25,
};
```



### class

#### class

Classes allow you to create objects with both properties and methods.



```
class Person {
 private name: string;
 public constructor(name: string) {
  this.name = name;
 public getName(): string {
  return this.name;
const person = new Person("Jane");
console.log(person.getName());
```



### Enum

#### Enum

Enums provide a way to define a set of named constant values.

#### Enum

```
enum Color {
  Red = "RED",
  Green = "GREEN",
  Blue = "BLUE",
}

const selectedColor: Color =
  Color.Green;
```



# Questions???



