002 TypeScript - declare variables

TypeScript Kata List – Blog Page

TypeScript Kata List – Github Page

# Duration

5 minutes

# Brief

Declarations of different types

### For More Information

BING/GOOGLE: “TypeScript variables”

# Instructions

Get tutorial folder or the entire katas-typescript repo.

Open the [before/\*.sln] file and execute the kata.

Feel free to execute this kata multiple times because repetition creates motor memory.

# Github

* Before (start kata with this)
  + https://github.com/robertdunaway/katas-typescript/tree/master/002%20TypeScript%20-%20declare%20variables/before
* After
  + <https://github.com/robertdunaway/katas-typescript/tree/master/002%20TypeScript%20-%20declare%20variables/after>

# Kata

Create variables of types Boolean, String, and Number. Initialize these variables with values.

Create 3 variables of type Any and set their values “Bob”, 5, and true.

Send all 6 variables values to the console.

Tip: When you launch the application and Chrome loads up you need to press F12 to set breakpoints, view the console, or see what files have loaded. Before pressing F12 the browser loads only the optimized files it needs to run the site. After you press F12 you need to press F5 to reload the site. This will cause all of the developer support files to load.

Note: Obviously we don’t need to practice declaring variables but while we do we can get familiar with Visual Studio and how Gulp and TypeScript are integrated into it.

[highlight below for one possible answer]

// Let's get started!

console.log("Let's get started!");

var myBool: boolean = true;

var myNumber: number = 5;

var myString: string = 'Bob';

var myAnyString: any = 'Joe';

var myAnyNumber: any = 3;

var myAnyBool: any = false;

console.log(myBool);

console.log(myNumber);

console.log(myString);

console.log(myAnyString);

console.log(myAnyNumber);

console.log(myAnyBool);