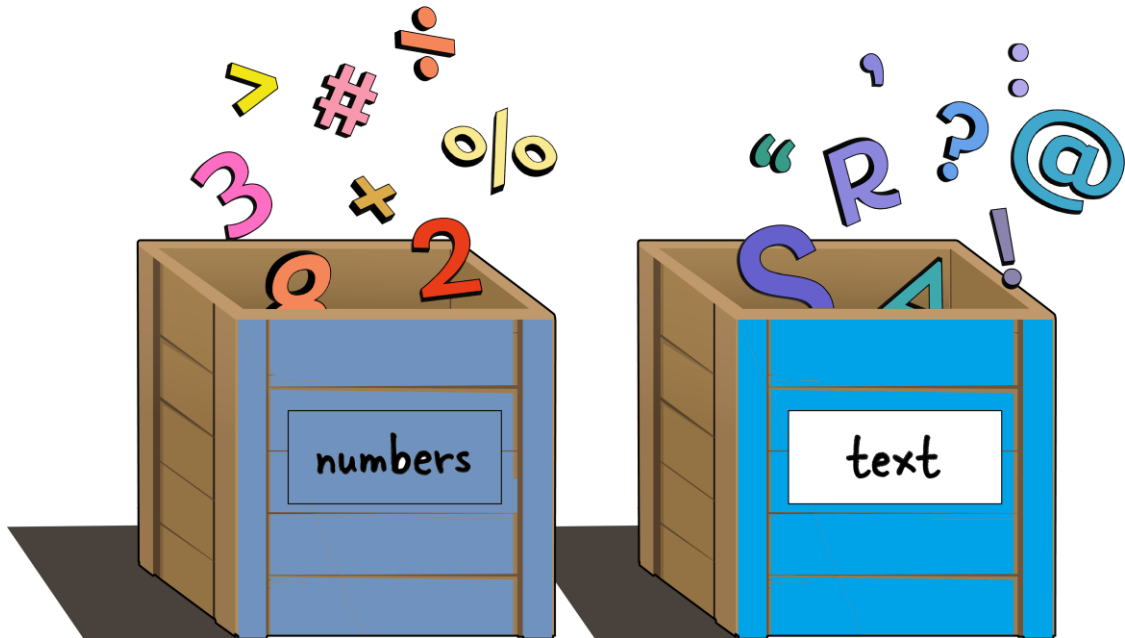
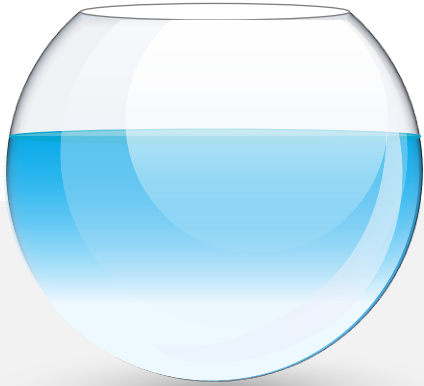


# TypeScript DataTypes

## Chapter-2



# DataTypes



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



## **Typescript Data Types**

Built-in types  
User-defined types



## **Typescript Assign a type**

Explicit  
Implicit

# Built-in Types



Number



void



String



null



Any



Boolean



undefined

# Number & String



## Number

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



## String

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



## 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.



## undefined

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.

### Object's properties

Black hair

Black eyes

Fair skin



### Object's actions

Eat

Sleep

Walk

Play

Study

Scientechn Easy

A person is an object

```
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???

