Quiz Questions

Module 4 | Lesson 4.4 – TypeScript Generics and adding types to our Collections

1. Which of the following best describes what generics are in TypeScript?

A: Generics give us the ability to abstract type values to allow functions and variables to work with a range of different types.
B: Generics is another term used for intersection types.
C: Generics is an umbrella term used for all the different advanced types TypeScript provides (intersection types, union types, etc.).
D: Generics does not exist in TypeScript and is a term used to describe the abstraction of components in C# and Java.

2. Though the **any** type is a generic that can be used for a variety of different types, we're unable to constrain or infer values from the **any** type which makes it a poor generic choice.

A: True
B: False

3. Which of the following is the most appropriate approach to creating a generic TypeScript function.

A: `const fn = <any>(arg) => arg as any`
B: `const fn = (arg) => arg as any`
C: `const fn = <T>(arg: T) => arg as T`
D: `const fn = <T>(arg: T): T => arg`

4. Interfaces and type aliases cannot accept type variables.

A: True
B: False