

TypeScript

Tahaluf Training Center 2021



شركة تحالف الإمارات للحلول التقنية ذ.م.م.
TAHALUF AL EMARAT TECHNICAL SOLUTIONS L.L.C.



Day 04

- 1 **Class**
- 2 Composition
- 3 Interface
- 4 Enum
- 5 Access Modifier



Class

- ❖ TypeScript is object oriented JavaScript which supports object-oriented programming features like classes, interfaces, etc. .
- ❖ A class encapsulates data for the object.



Class

❖ JavaScript ES5 or earlier didn't support classes. Typescript gets this feature from ES6.

❖ The Syntax to declare a class :

```
class class_name {  
    //properties  
    //constructor  
}
```



Class

❖ Example:

```
class Person {  
  name: string = '';  
  age: number = 0;  
  constructor() {  
    console.log('New Person is under creation !!!');  
  }  
}
```



Class



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❖ To create new instance of a class :

Syntax :

```
const object_Name = new  
class_Name();
```



Class

❖ Create new instance for our example:

```
const personOne = new Person();
```

❖ Get this object new values :

```
const personOne = new Person();  
personOne.name = 'John';  
personOne.age = 20;  
console.log(personOne);
```



Class

- ❖ You can pass a parameter of the constructor and give for each parameter data type .

- ❖ Example :

```
constructor(fName: string, lName: string){  
    this.fName = fName;  
    this.lName = lName;  
}
```



Class

Exercise :

Create a class called User , give it the information for the any user . Then create an instance of this class .



Class



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Solution

```
class User {  
  lName: string = '';  
  dob: Date = new Date();  
  age: number = 0;  
  address: string = '';  
  constructor() {  
    console.log('New  
User is under creation !!!');  
  }  
}
```



Class



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Solution

```
const userA = new User();  
userA.fName = 'John';  
userA.lName = 'doh';  
userA.age = 20;  
userA.address = 'Jordan/Irbid';  
console.log(userA);
```



Class

❖ Default parameter in the constructor:

You can pass default parameter for the constructor. This means if the user does not pass the value for the constructor , default value will be execute .

❖ Default parameter must be after the required parameter .



Class



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Example:

```
constructor(fName: string = 'unknown',  
            lName: string = 'unknown'){ }
```



Class

- ❖ TypeScript provides a **Optional** parameters feature
- ❖ By using Optional parameters features, we can declare some parameters in the function optional, so that client need not required to pass value to optional parameters.



Class

Example:

```
constructor(fName ?: string, lName: string =  
'unknown')
```

```
const userA = new User('deo');//Ok  
const userA = new User('John', 'deo');//Ok
```



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Composition

- ❖ Composition is one of the fundamental concepts in object-oriented programming
- ❖ Its a class that references one or more objects of other classes in instance variables.



Composition



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```
class User {  
  fName?: string;  
  lName?: string;  
  dob?: Date;  
  age?: number;  
  type: string = ' ';  
  address: Address = new Address();  
  print() {  
  
    console.log(this.fName);  
  }  
}
```



Composition

```
class Address {  
    streetName?: string;  
    city?: string;  
    buliding?: number;  
}
```



Composition



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```
const userA = new  
User(20, 'John', 'doh');  
userA.age=20;  
userA.address.buliding=5;  
userA.address.city='Irbid';  
userA.address.streetName='';  
console.log(userA);
```



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Interface

- ❖ Interface is a structure that defines the contract in your application.
- ❖ It defines the syntax for classes to follow.
- ❖ Classes that are derived from an interface must follow the structure provided by their interface.



Interface

- ❖ The TypeScript compiler does not convert interface to JavaScript. It uses interface for type checking. This is also known as "duck typing" or "structural subtyping".
- ❖ An interface is defined with the keyword interface and it can include properties and method declarations using a function or an arrow function



Interface



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❖ Example

```
interface IUser{  
    fname:string;  
    lname:string;  
    age:number  
}
```

```
const userB:IUser={  
    fname:'john',  
    lname:'Doh',  
    age:30  
}
```



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Enum

- ❖ Enums are one of the few features TypeScript
- ❖ Enums allow a developer to define a set of named constants.
- ❖ TypeScript provides both numeric and string-based enums



Enum

❖ Example

```
enum typeUser {  
  Manager = 'manager',  
  Employee = 'Employee',  
  Guest = 'Guest'
```



Enum

```
const creatUser = () => {  
  //Create new user  
  const employee = new User(20,  
    'Ahmad', 'M');  
  //set Type as employee  
  employee.type = typeUser.Employee;  
  const employeeMeg =  
    setGreetings(employee.type);  
  
  console.log(employeeMeg)
```



Enum

```
const guest = new User(20, 'John',  
  'Doh');  
guest.type = typeUser.Guest;  
const guestMsg =  
  setGreets(guest.type);  
console.log(guestMsg);
```



Enum

```
const manger = new User(10,  
  'Jack', 'Mark');  
manger.type = typeUser.Manager;  
const mangerMsg =  
  setGreets(manger.type);  
console.log(mangerMsg)  
}
```



Enum

```
const
setGreets=(userType:string)=>{
//send employee mess='Welcome,
pleace complete your task'

if(userType==typeUser.Employee)
return ' Welcome, pleace complete
your task';
```



Enum

```
//send guest mess='welcome here, we hope  
you finde what you want '  
else if(userType===typeUser.Guest)  
return 'welcome here, we hope you finde  
what you want';  
//send manger mssg='welcome boss !!'  
else if(userType===typeUser.Manager)  
return 'welcome boss !!';
```



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Access Modifier

- ❖ TypeScript supports access modifiers at the class level.
- ❖ TypeScript supports three access modifiers - public, private, and protected.



Access Modifier

Public - By default, members (properties and methods) of TypeScript class are public.

Private - A private member cannot be accessed outside of its containing class. Private members can be accessed only within the class



Access Modifier

Protected - A protected member cannot be accessed outside of its containing class. Protected members can be accessed only within the class and by the instance of its sub/child class.



Access Modifier

Example

```
class Person {  
    private name: string;  
    public weight: number;  
    protected age: number;  
    constructor(name: string, weight: number, age:  
number) {  
        this.name = name;  
        this.weight = weight;  
        this.age = age;  
    }  
}
```



Access Modifier

```
// protected display()
protected display(): void {
    "I'm Person ";
}

// get & set function for name filed
get Name() : string {
    return this.name;
}
set Name(name: string){
    this.name = name;
}
}
```



Access Modifier

```
var obj = new Person("Ahmed", 50, 40);  
console.log(obj.Name);  
console.log(obj.weight);  
//public filed  
obj.weight = 60;  
//private Field  
obj.Name = "Sora";  
//protected Field  
//obj.age=24;//count access outside the class  
console.log(obj.Name);  
console.log(obj.weight);
```

