



# **Lecture 9: Intro to TypeScript**

# Features of TypeScript

- **Static Typing** - Explicitly defining variables, function parameters and return values
- **Type Inference** – Automatically infers types based on how variables are initialized
- **Interfaces and Type Aliases** – Allows you to define custom types or structure for objects, improving code structure and understanding
- **Classes and Object-Oriented Programming** – TypeScript makes OOP features like inheritance, access modifiers and abstract classes more powerful
- **Generics** – They allow for writing reusable components and functions
- **Compile-Time Checking** – Errors can be caught at compile time, reducing runtime issues.
- **Compatibility with JavaScript** – You can use JavaScript code in a TypeScript file. It contains full compatibility with JavaScript libraries and frameworks.

# Why Use TypeScript?

## Better Code Quality

Catch errors early and enforce a consistent structure

## Readability and Maintainability

Explicit types and interfaces make code easier to understand

## Refactoring and Tooling

IDEs provide autocompletion, navigation and refactoring tools

## Scalability

Type system makes large codebases easier to manage

## Supports modern JavaScript

Supports new JavaScript features, ensuring you can use latest capabilities.

# Basic Types

## Boolean

Represents true/false values

## Number

Represents numeric values, both integers and floating points

## String

Represents textual data in quotes

## Array

A collection of elements of the same type

## Tuple

Similar to an array, but with a fixed number of elements, each with a specific type

# Basic Types

## Enum

A way to define a set of named constants, improving code readability

## Any

A flexible type that can hold any value, useful when the type of data is unknown

## Void

Typically used for functions that don't return a value

## Null & Undefined

Represent the absence of value. Null is explicitly assigned, undefined is for uninitialized variables

## Never

Represents values that never occur, such as a function that never returns or always throws an error

## Object

Represents non-primitive types like arrays, functions, or objects

A decorative graphic on the left side of the slide consisting of two overlapping squares. The front square is a medium blue, and the back square is a darker blue.

# What is Type Assertion

- Informs the TypeScript compiler to treat a value as a specific type
  - Does not change runtime behavior
- Useful with **any** type or when the compiler cannot infer the correct type

# Syntax for Type Assertion

## 1. Angle – bracket Syntax

```
let someValue: any = "this is a string";
```

```
let strLength: number = (<string>someValue).length;
```

## 2. as syntax

```
let strLength: number = (someValue as string).length;
```

# Variable Declarations

## **var**

- Function-scoped or globally scoped
- Can be redeclared and updated
- Allows hoisting (accessible before declaration)

## **let**

- Block-scoped (local scope)
- Cannot be redeclared but can be updated
- No hoisting (must be declared before use)

## **const**

- Block-scoped (local scope)
- Cannot be redeclared or updated
- Must be initialized during declaration



# Scopes

## Global Scope

- Variables accessible throughout the entire code
- Declared outside any function or class

## Class Scope

- Variables accessible within a class
- Declared inside a class but outside any methods

## Local Scope

- Variables accessible only within a specific block or function
- Declared inside a function, loop, or block of code

# Destructuring

## Array Destructuring

- Unpacks elements from an array into individual variables
- Provides a concise way to assign values from an array

## Object Destructuring

- Unpacks properties from an object into individual variables
- Allows direct access to object properties with simpler syntax

# Function Declarations

## Parameter Type

- Specifies the type of arguments a function accepts
- Ensures correct types are passed to the function

## Return Type

- Defines the type of value a function returns
- Helps TypeScript catch errors if a different type is returned

# Function Parameters

## Optional Parameter

- Parameters that are not mandatory
- Denoted by a **?** after the parameter name

## Default Parameter

- Assigns a default value to a parameter if no argument is provided
- Ensures functions behave correctly with missing arguments

## Rest Parameters

- Collects multiple arguments into a single array
- Allows a function to accept an indefinite number of arguments

