

Training TypeScript

TypeScript Modules and Namespaces



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TS Modules · TypeScript

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A note about terminology: It's important to note that in TypeScript 1.5, the nomenclature has changed. "Internal modules" are now "namespaces". "External modules" are now simply "modules", as to align with [ECMAScript 2015's](#) terminology, (namely that `module X {` is equivalent to the now-preferred `namespace X {`).

Introduction

Starting with the ECMAScript 2015, JavaScript has a concept of modules. TypeScript shares this concept.

Modules are executed within their own scope, not in the global scope; this means that variables, functions, classes, etc. declared in a module are not visible outside the module unless they are explicitly exported using one of the **export forms**. Conversely, to consume a variable, function, class, interface, etc. exported from a different module, it has to be imported using one of the **import forms**.

Modules are declarative; the relationships between modules are specified in terms of imports and exports at the file level.

Modules import one another using a module loader. At runtime the module loader is responsible for locating and executing all dependencies of a module before executing it. Well-known modules loaders used in JavaScript are the [CommonJS](#) module loader for Node.js and [require.js](#) for Web applications.

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<http://www.typescriptlang.org/docs/handbook/>

Modules vs. Namespaces

- Mostly a semantic difference, all about *terminology*
- Commonly used as:
 - **Modules**: a file.
 - **Namespace**: grouping related code together with the namespace keyword
 - Namespaces can span multiple files!
 - Contents of the file are concatenated in the same namespace
- Example: folder `../20-modules`

On Modules

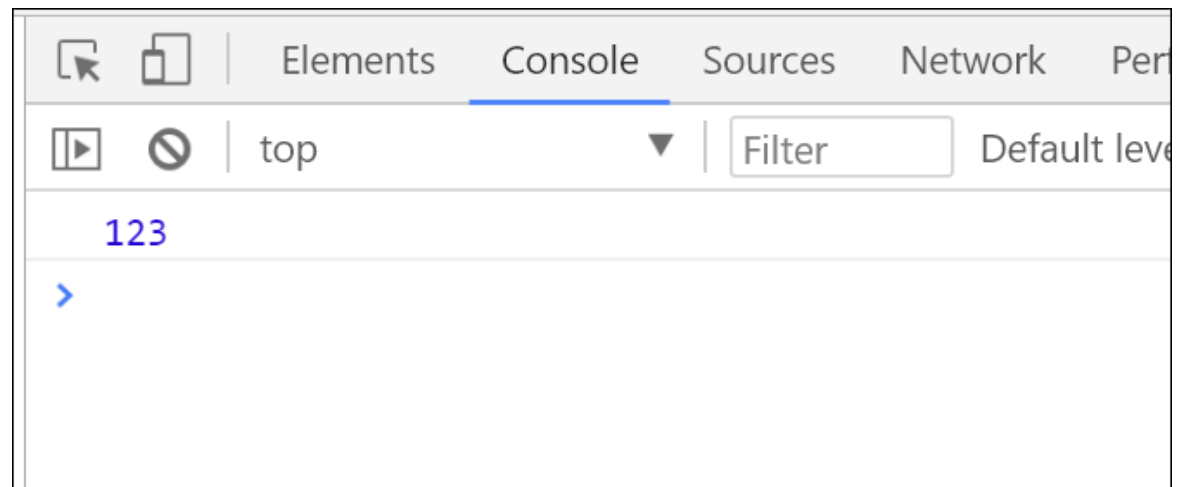
- Modules are executed within *their own scope*, not in the global scope.
 - When a file has in `import` or `export` keyword, it is considered a module
- Modules are *declarative*
 - Relations between modules are specified in the paths in `import/export` statements
- Modules import one another using a *module loader*
 - CommonJS for Node.js
 - Require.js for webapplications

Global Module

By default, TypeScript uses a global namespace (!)

```
// foo.ts  
let foo = 123;
```

```
// bar.ts - valid!  
var bar = foo;  
console.log(bar);
```

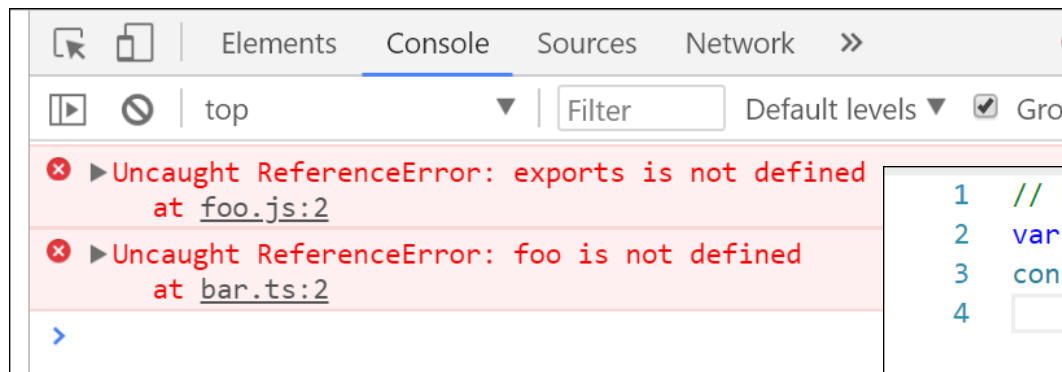


File Modules aka *External Modules*

With `import` or `export` keyword, TypeScript (or the module loader) creates a *local scope* within that file

```
// foo.ts  
export let foo = 123;
```

```
// bar.ts  
var bar = foo;  
console.log(bar);
```



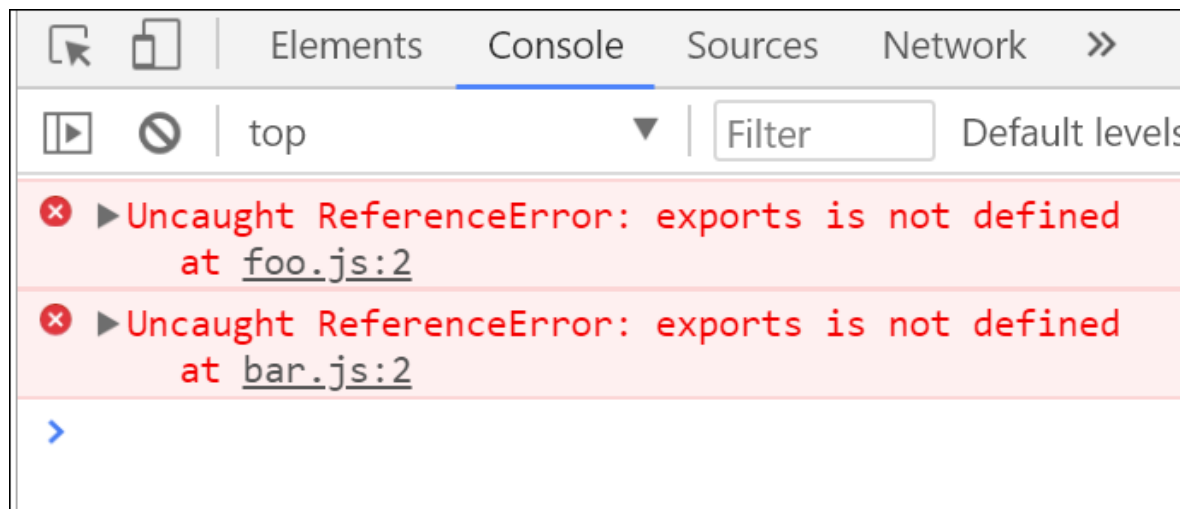
```
1 // bar.ts  
2 var bar = foo;  
3 console.log(bar);  
4
```

[ts] Cannot find name 'foo'.
any

Modules need to be imported

```
// bar.ts  
import { foo } from './foo';  
var bar = foo;  
console.log(bar);
```

...now we need a module loader, like Parcel or WebPack

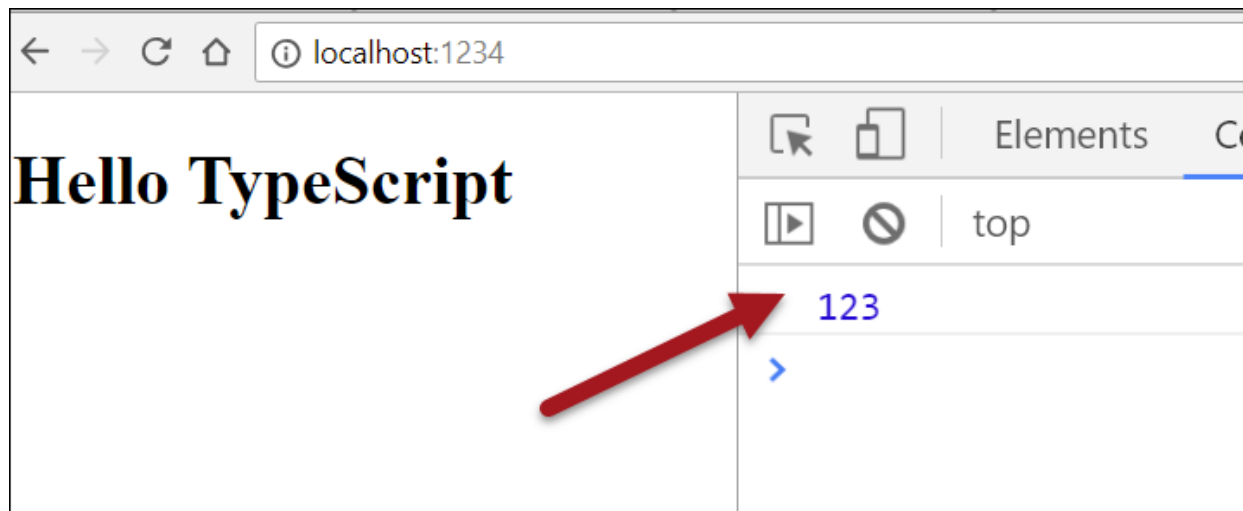


Using Parcel

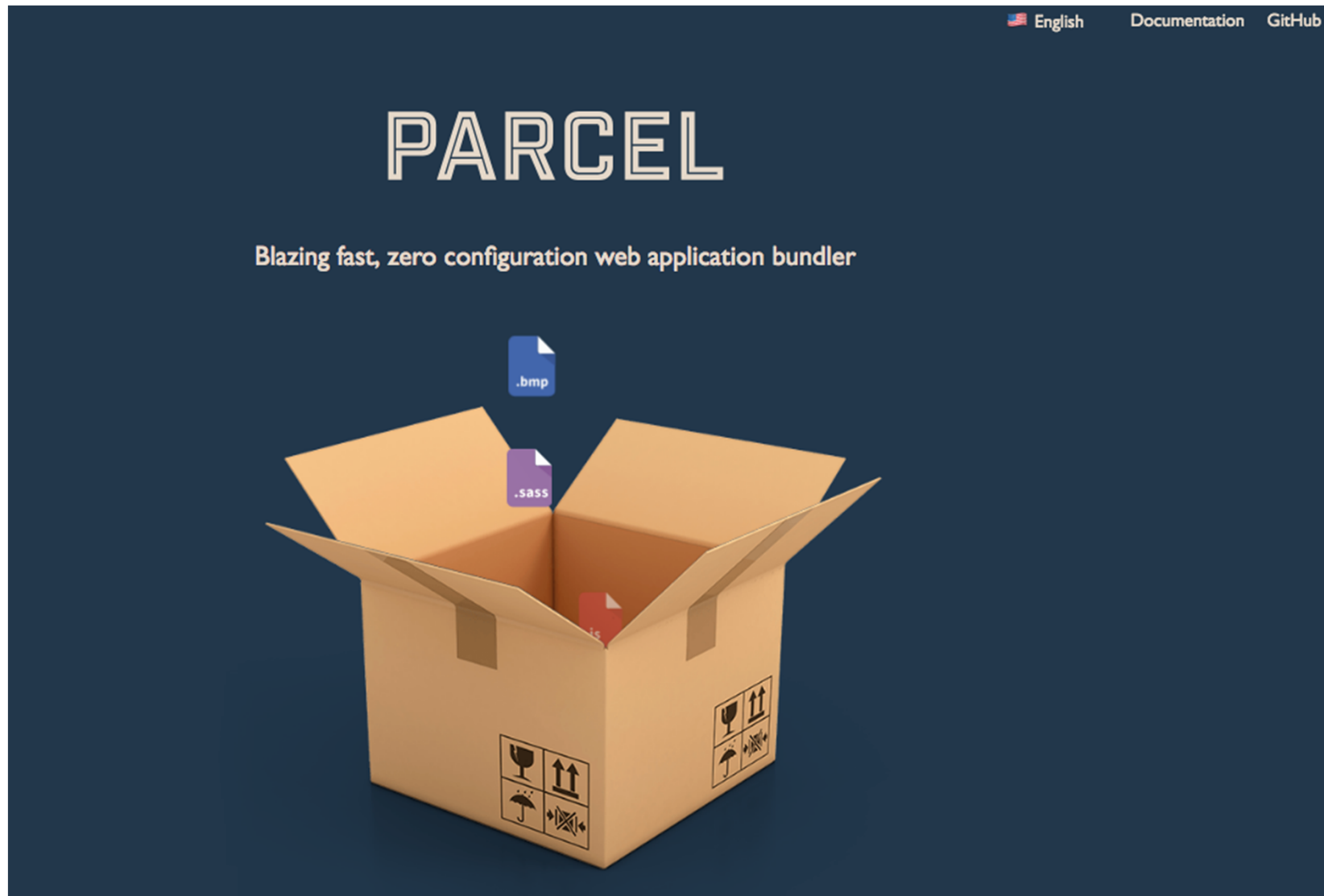
```
PS C:\Users\Peter Kassenaar\Desktop\ts-project> parcel index.html
Server running at http://localhost:1234
✓ Built in 1.69s.
```

Ln 13, Col 46 Tab Size: 4 UTF-8 CRLF

```
<body>
  <h1>Hello TypeScript</h1>
  <script src="bar.js"></script>
</body>
```



<https://parceljs.org/>



```
npm install parcel-bundler -g
```

“Using an import in `bar.ts` not only allows you to bring in stuff from other files, but also marks `bar.ts` as a module and therefore, declarations in `bar.ts` don't pollute the global namespace either.”

External Modules

- On CommonJS, AMD, UMD and others...
- Lots of module systems.
 - Unclear!
 - Inconsistent
 - TypeScript generates different JavaScript, based upon the `module` option!
- Different kinds of modules
 - AMD – do not use anymore. Was browser only.
 - SystemJS – outdated. Superseded by ES Modules
 - ES Modules – work in progress. Not widely supported yet
 - `commonjs`: use this one in `tsconfig.json`.

```
"compilerOptions": {  
  "module": "commonjs",  
  ...  
}
```

ES Module Syntax

Using the `import` and `export` keywords

```
// foo.ts
export let foo = 123;
export type someType = {
  foo: string;
};
```

```
// bar.ts
import { foo, someType } from './foo';
```

```
// bar.ts - import all with alias
import * as foo from './foo';
var bar = foo.foo;
```

Export default

Export using `export default`

- before a variable (no `let` / `const` / `var` needed)
- before a function
- before a class

Modules can have only one (1) default export!

```
// some var  
let someVar: number = 123  
export default someVar;
```

```
// bar.ts - import default exported variable  
import someCustomName from './foo'; // === 123
```

globals.d.ts

- NOT recommended
- Used for putting interfaces/types in the global namespace to have them available everywhere in your project.
- Better approach: use file modules instead, as discussed before.

```
// globals.d.ts
interface globalPerson {
  name: string;
}
```

```
// bar.ts
// Interface globalPerson lives in global namespace.
// No import required.
let person: globalPerson = {
  name: 'Peter '
};
```

Namespaces

- Namespaces are a convenient syntax around the common IIFE-pattern used in JavaScript:

```
var Utils;  
(function (Utils) {  
    function utility() {  
        return 123;  
    }  
})(Utils || (Utils = {}));
```

Using the namespace keyword

In TypeScript mainly used to group related functions. Like:

```
namespace Utils {  
  export function log(msg: string) {  
    console.log(msg);  
  }  
  export function error(msg: string) {  
    console.error(msg);  
  }  
  //.. other stuff  
}
```

```
// Using the Utils namespace - no import required  
Utils.log('This is a logging message');  
Utils.error('This is a logging message');
```


Verdict

- Don't use namespaces, unless you have to.
- Use external (file based) modules instead.

Workshop

- Create new files, like the `foo.ts/bar.ts` examples in this presentation
 - Make sure functions are available in the global namespace by default.
- Create a module, using the `import/export` keywords
 - Make sure functions and variables are NOT available in global namespace anymore
 - Install Parcel JS
 - Use WebPack or Parcel as a Module Loader – make it work!
- Create a `globals.d.ts` file with some data
 - make sure it is available everywhere
- Create a namespace, spanning multiple files (this can be done!).
 - Make sure it works by using it in `bar.ts`

