Intro to TypeScript

Steve Hartzog

TypeScript: What is it?

Introduced in October 2012 by Ander's Hejlsberg

Free & Open source language¹

It is a "superset of JavaScript"2

Build Plugins for maven, gradle³, grunt and gulp

Rapidly becoming an Industry Standard (Angular)

- 1. https://en.wikipedia.org/wiki/TypeScript
- 2. https://en.wikipedia.org/wiki/TypeScript#Compatibility_with_JavaScript
- 3. https://github.com/ppedregal/typescript-maven-plugin, https://github.com/sothmann/typescript-gradle-plugin

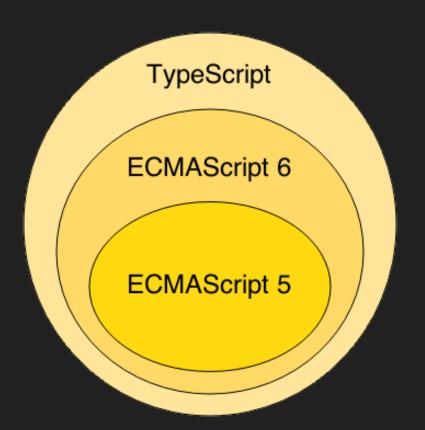
What is a superset?

Yep. TypeScript includes:

TypeScript

ES2015

ES5



It's ES2015!

So, it has everything ES2015 has from Justin's presentation:

Arrow Functions

Spread

Block scoping (let & const)

Classes with constructors, get/set

Enhanced Object Literals

Template Strings

Destructuring

And a few ES2015 things not in Justin's Talk:

ECMAScript Modules

Method properties (func shorthand in JSON)

Base Class Access via super()

Typed Arrays

ALL of ES2015, PLUS:

Annotations

Decorators (ES7)

Type inference

Generics

Compile-time type checking

Namespaces

Extended Class Syntax

Public / Private

Interfaces

Optional Properties

Enums!

Why are types good?

```
function doSomething (smidge) {
  if (smidge instanceOf repo
    && smidge.myProp) {
      var a = smidge.myProp;
    }
  }
}
// much simpler
```

TypeScript: JavaScript at Scale

Checks code on the fly at design time

tsc watcher for design time analysis

Compatible with most editors

Allows you to catch bugs prior to JS build

Transpiles to ES5

Plugs right in where babel is used

ES5 output is ~ HALF the size of Babel's transpilation of ES2015

Design Time Analysis and Compiler Errors

- 1. Finding bugs earlier in your development process
- 2. Fix a bug in your logic at design time rather than fixing the bug at run time.
 - a. A compile-time bug will fail every time you run the compiler, but a runtime bug can hide.
- 3. Runtime bugs can slip under a crack in your logic and lurk there (sometimes for months) until discovered.

TypeScript: Types

```
var num: number = 123;
function identity(num: number): number {
    return num;
}
```

TypeScript: Decorators

```
@myClassDecorator
class identity(num: number): number { function log(target: Function,
  @myPropertyDecorator
                                         key: string, value: any): T {
  var num: number = 123;
                                         return {
                                           value: function(...args: any[]) {
  @log
                                             var a = args.map(a.map(
  public f(@myParamDecorator x:
                                                a => JSON.stringify(a)).join();
number) {
                                             var result = ;
                                             var r = ;
                                             console.log(`Call: ${key}(${a}) => ${r}`);
                                             return result;
```

TypeScript: Namespaces

```
namespace utility {
  export function log(msg) { console.log(msg); }
  export function error(msg) { console.error(msg); }
}
```

TypeScript: Interfaces

```
interface Point {
    x: number; y: number;
}
declare var myPoint: Point;
```

TypeScript: Enums

TypeScript: Generics

```
function identity<T>(arg: T): T {
  return arg;
}
```