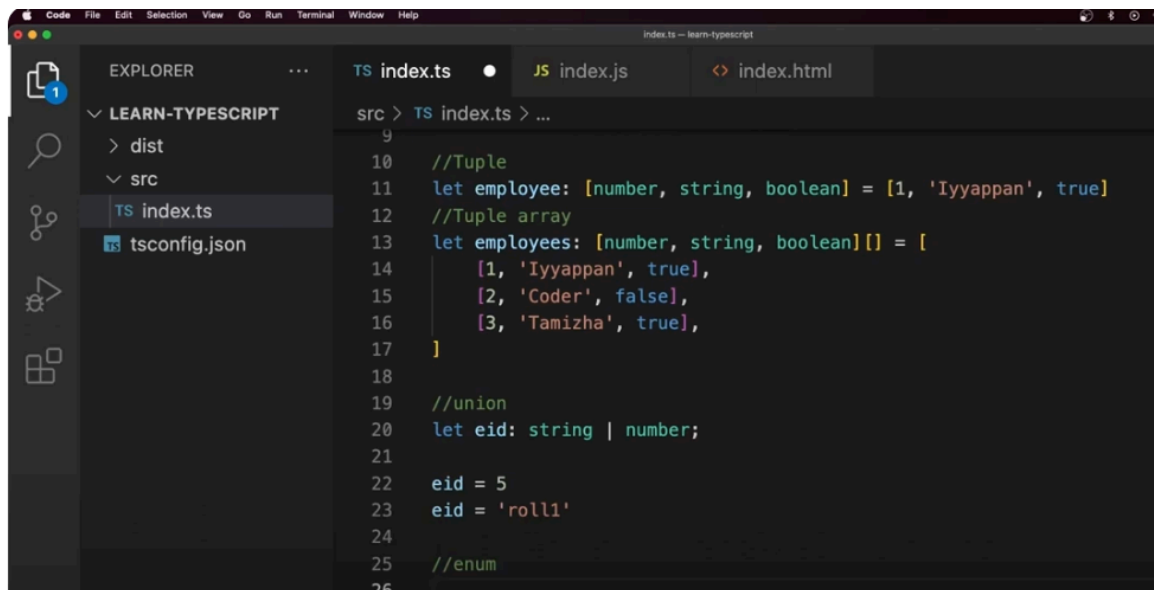


Type script types

```
TS main.ts > Color > Green
1  let a:number;
2  let b:string;
3  let c:boolean;
4  let d:any;
5  let e:number[] = [1,2,3];
6  let f:any[] = [1,'a',true];
7
8  const colorRed = 0;
9  const colorBlue = 1;
10 const colorGreen = 2;
11
12 enum Color { Red = 101, Blue = 102, Green = 103 };
13 let backgroundColor = Color.Red;
14      101
```

Tuple

when you know what are the values that will come you can use tuple

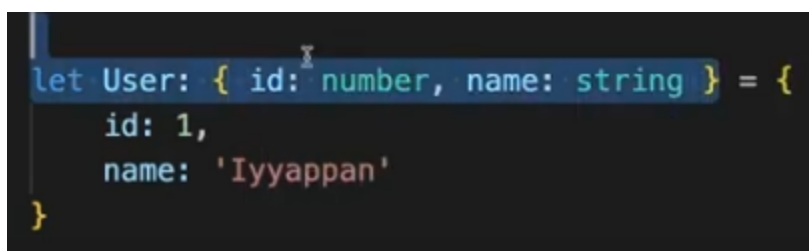


In enum it will provide the result value after = if you call it



Objects usage 2 ways interface or type

Directly assigning the types



using the type keyword

```
//object

type userType = {
  id: number,
  name: string
}

let User: userType = {
  id: 1,
  name: 'Iyyappan'
}
```

Typing for function

```
function logme(x: string | number): void {
  if(typeof x === 'number') console.log('Hi Number')
  if(typeof x === 'string') console.log('Hi String')
}

logme(5)
```