

Interfaces

Creating our own types or object

```
1  interface Point {
2      x:number,
3      y:number
4      z:number
5  }
6
7  let draw = (point:Point) => {
8      //..
9  }
10 let drawRectangle = (point:Point ) => {
11
12 }
13
14 draw({x:'b', y:2, z:4})
```

declaring the methods in the interface

```
interface Point {  
  x:number,  
  y:number  
  z:number,  
  draw:() => void  
}
```

```
interface MathFunc {  
  (x: number, y: number): number  
}  
  
const add: MathFunc = (x: number, y: number) => x+y  
const sub: MathFunc = (x: number, y: number) => x-y
```