1. Try the following Typescript features:
    a. Types
    b. union types
    c. Function with typed arguments and return type.
    d. Enum in typescript
    e. Interfaces & classes & inheritance
    f. Generics
    g. Search for Typescript Decorator and make demo
    h. Modules

2-Create class point2D that has x and y and then create constructor in the class and then implement method to calculate length between two points .

And calculate length as following mathematic operation:

$$D = \sqrt{dx^2 + dy^2}$$

3- Make class point3D inherit class point2D and class point3D has z point and then calculate length with three points.

4- Try write demo that generic class can implement a generic interface.