

TypeScript. Now.

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facebook.com/suthep

Code
Mania
10



NativeScript / NativeScript

[Watch](#)

285

[★ Star](#)

3,700

[Fork](#)

236

Open Source framework for building cross-platform truly native iOS, Android and Windows mobile apps using JavaScript. <http://www.nativescript.org>

[Code](#)[Issues](#)

111

[Pull requests](#)

5

● TypeScript 94.2%

● JavaScript 5.7%

● Other 0.1%

[branch: master](#)[NativeScript / +](#)

facebook / immutable-js

[Watch](#)

267

[★ Unstar](#)

7,005

[Fork](#)

317

Immutable persistent data collections for Javascript which increase efficiency and simplicity. <http://facebook.github.io/immutable-js/>

[Code](#)[Issues](#)

113

[Pull requests](#)

17

● JavaScript 71.5%

● TypeScript 28.5%

[branch: master](#)[immutable-js / +](#)

TypeStrong / atom-typescript

[Watch](#)

18

[★ Star](#)

159

[Fork](#)

26

The only TypeScript package you will ever need <https://atom.io/packages/atom-typescript>

[Code](#)[Issues](#)

83

[Pull requests](#)

0

● TypeScript 58.6%

● JavaScript 40.9%

● Other 0.5%

[branch: master](#)[atom-typescript / +](#)

dojo / dojo2

Watch 63

Star 91

Fork 22

The next-generation Dojo core library. Modular, robust tools for large-scale application development.
<http://dojotoolkit.org>

172 commits

1 branch

6 releases

6 contributors

branch: master dojo2 / +

Code

Issues 2

Pull requests 2

angular / angular

Unwatch 581

Star 3,540

Fork 895

TypeScript 79.2%

Dart 14.1%

CSS 2.4%

HTML 2.0%

JavaScript 1.8%

branch: master angular / +

Code

Issues 273

DefinitelyTyped / tsd

Watch 29

Star 417

Fork 55

TypeScript Definition manager for DefinitelyTyped

TypeScript 73.5%

HTML 24.7%

JavaScript 1.8%

branch: dev/next tsd / +

Code

Issues 41

Pull requests 1

TypeScript

TypeScript is a superset of JavaScript
so, TypeScript is a programming language
that compiles to
that compiles to another programming language.
clean JavaScript output.

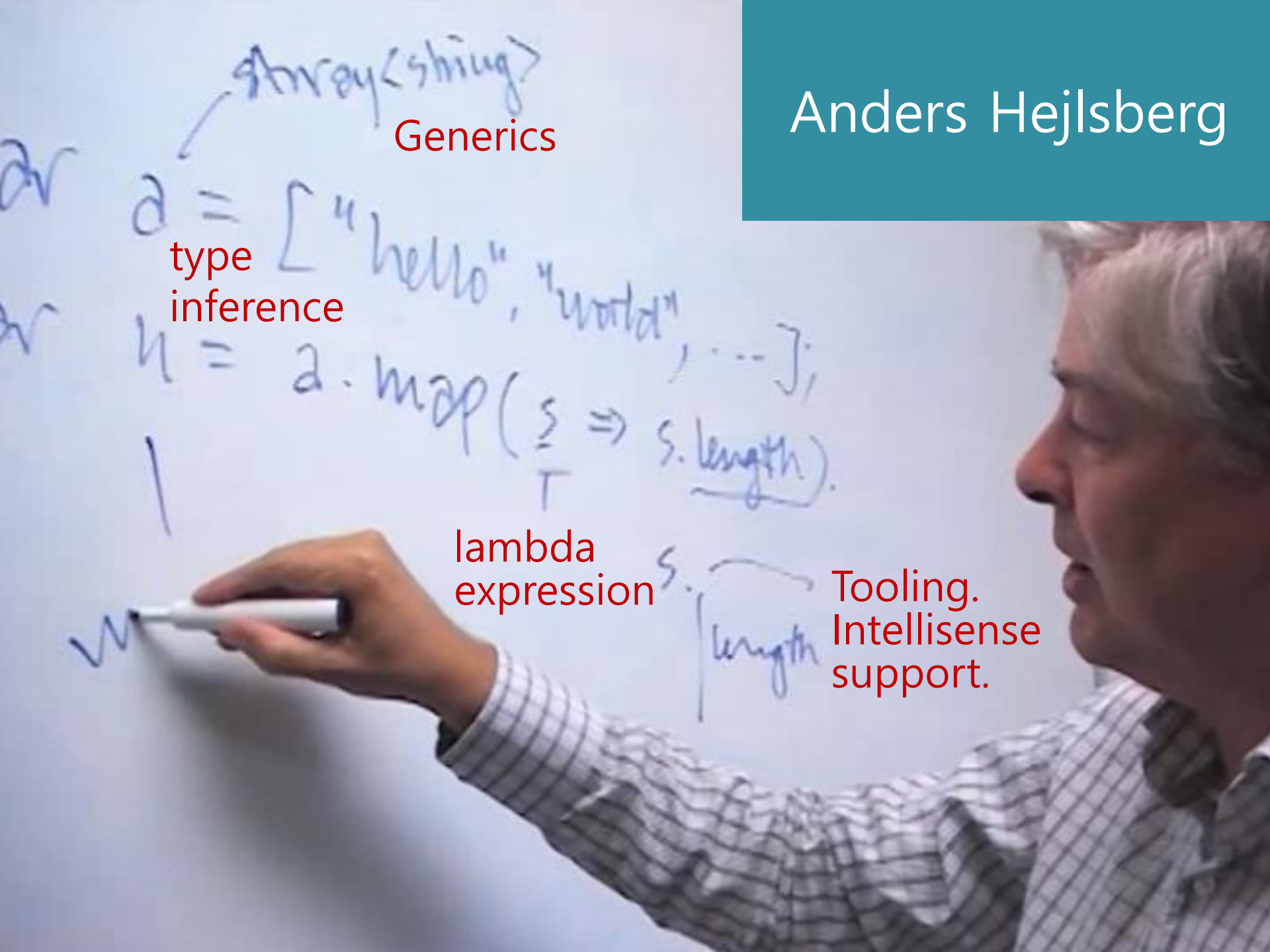
Anders Hejlsberg

Generics

type
inference

lambda
expression

Tooling.
Intellisense
support.



So, we'll try the same code
in the playground

Replay what Anders had written on the whiteboard

mapping.ts

<global>

(no entries)

```
var a: Array<string> = ["Hello", "TypeScript"];
var n = a.map(s => s.length);
console.log(a);
console.log(n);
```

TypeScript was compiled to JavaScript on save automatically.

mapping.js

```
var a = ["Hello", "TypeScript"];
var n = a.map(function (s) { return s.length; });
console.log(a);
console.log(n);
//# sourceMappingURL=mapping.js.map
```

Uses output JavaScript file as usual.

index.html

```
<!DOCTYPE html>
<html xmlns="http://www.w3.org/1999/xhtml">
<body>
  <script src="mapping.js"></script>
</body>
```

```
["Hello", "TypeScript"]
[5, 10]
```

Install TypeScript Plugin for

- Syntax highlighting
- Intellisense
- Error list
- Automatic compilation



TypeScript
Declaration File



tsc.exe



TypeScript compiler generates
standard JavaScript File

TypeScript Source File

Features:

- static typing
- class
- Interface
- module
- lambda expression

that can run in any browsers

Get TypeScript

Node.js

The command-line TypeScript compiler can be installed as a Node.js package.

INSTALL

```
npm install -g typescript
```

COMPILE

```
tsc helloworld.ts
```

Tools

Visual Studio includes TypeScript in the box, starting with Visual Studio 2013 Update 2. You can also edit TypeScript in VS Code, WebStorm, Atom, Sublime Text, and Eclipse.



TypeScript 1.5beta for VS2013



TypeScript 1.5beta for VS2015

```
> tsc
Version 1.5.0-beta
Syntax:  tsc [options] [file ...]

Examples: tsc hello.ts
          tsc --out file.js file.ts
          tsc @args.txt
```

Options:

```
-d, --declaration          Generates corresponding '.d.ts'
-h, --help                 Print this message.
--mapRoot LOCATION        Specifies the location where de
nerated locations.
-m KIND, --module KIND    Specify module code generation:
--noEmit                  Do not emit outputs.
--noEmitOnError           Do not emit outputs if any type
--noImplicitAny           Raise error on expressions and
--out FILE                Concatenate and emit output to
--outDir DIRECTORY        Redirect output structure to th
--preserveConstEnums     Do not erase const enum declara
-p DIRECTORY, --project DIRECTORY Compile the project in the give
--removeComments         Do not emit comments to output.
--rootDir LOCATION       Specifies the root directory of
ctory structure with --outDir.
--sourceMap              Generates corresponding '.map'
--sourceRoot LOCATION    Specifies the location where de
d of source locations.
--suppressImplicitAnyIndexErrors Suppress noImplicitAny errors f
'
-t VERSION, --target VERSION Specify ECMAScript target versi
mental)
-v, --version             Print the compiler's version.
-w, --watch               Watch input files.
@<file>                  Insert command line options and
```

Generates corresponding '.d.ts'

Print this message.

Specifies the location where de

Specify module code generation:

Do not emit outputs.

Do not emit outputs if any type

Raise error on expressions and

Concatenate and emit output to

Redirect output structure to th

Do not erase const enum declara

Compile the project in the give

Do not emit comments to output.

Specifies the root directory of

Generates corresponding '.map'

Specifies the location where de

Suppress noImplicitAny errors f

Specify ECMAScript target versi

Print the compiler's version.

Watch input files.

Insert command line options and

TypeScript

[learn](#)[tutorial](#)[play](#)[handbook](#)[download](#)[samples](#)[interact](#)[language spec](#)

Deep dive into all of TypeScript's features

TypeScript lets you write JavaScript the way you really want to.

TypeScript is a typed superset of JavaScript that compiles to plain JavaScript.

Any browser. Any host. Any OS. Open Source.

TypeScript Handbook

Basic Types

Boolean
Number
String
Array
Enum
Any
Void

เริ่มหัวข้อแรก

ก็เห็นได้ชัดว่าเป็นเรื่อง Type

Interfaces

Classes

Modules

Functions

Generics

Common Errors

Mixins

Declaration Merging

Type Inference

Type Compatibility

ความจริงแล้ว เรื่องถัดๆไป ก็ยังคงเป็นเรื่อง Type นะ


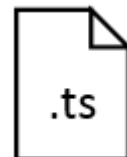
อ่านดูไปเรื่อยๆ แล้วจะพบว่า

ทั้งหมดนี้มันเป็นเรื่องของ Type ทั้งนั้นเลยนี่ :-^) เฮ!

```

1  module Demo {
2    export class Circle {
3
4      radius: number;
5
6      constructor(radius: number) {
7        this.radius = radius;
8      }
9
10     area(): number {
11       return Math.PI * Math.pow(this.radius, 2);
12     }
13   }
14 }

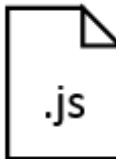
```

```

1  var Demo;
2  (function (Demo) {
3    var Circle = (function () {
4      function Circle(radius) {
5        this.radius = radius;
6      }
7
8      Circle.prototype.area = function () {
9        return Math.PI * Math.pow(this.radius, 2);
10     };
11     return Circle;
12   })();
13   Demo.Circle = Circle;
14 })(Demo || (Demo = {}));
15 //# sourceMappingURL=test1.js.map
16

```



Type annotation

```
var x : number;
```

```
x = true; // error
```

```
x = 100; // ok
```

```
function print(s : string) : void {
```

```
    console.log(s);
```

```
}
```

```
print(x);                // error
```

```
print(x.toString());     // ok
```

Type inference

```
var x = 10; // infer x as a number
```

```
var x : number = 10;
```

```
// infer this function return type as string
```

```
function Foo(n: number) { return n.toFixed(2); }
```

```
function Foo(n: number) : string { ... }
```

Basic types

boolean `// var b = true, c = false;`

number `// var n = 100, m = 10.0;`

string `// var s = 'Hello';`

array `// var a1: number[] = [1, 3, 5];`

array `// var a2: Array<number> = [];`

enum `// var c = Color.red;`

any `// var x;`

void `// foo(): void { }`

enum

Using Enum in TypeScript

TypeScript

```
1 enum size {  
2     S, M, L  
3 }  
4  
5 function foo(s: size): string {  
6     return "Your size is "  
7         + size[a];  
8 }  
9  
10 var a: size = size.M;  
11 alert(foo(a)); // Your size is M  
12
```

enum declaration

uses as a type

get name

enum member

reverse mapping

Run

JavaScript

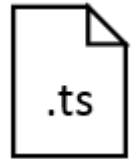
```
1 var size;  
2 (function (size) {  
3     size[size["S"] = 0] = "S";  
4     size[size["M"] = 1] = "M";  
5     size[size["L"] = 2] = "L";  
6 })(size || (size = {}));  
7 function foo(s) {  
8     return "Your size is " + size[a];  
9 }  
10 var a = 1 /* M */;  
11 alert(foo(a)); // Your size is M  
12
```

*Typo: please change size[a] to size[s]

Interface and duck typing

Test Explorer

```
interface Friend {  
  name: string;  
  favoriteColor?: string;  
}  
  
function add(f: Friend) {  
  console.log(f.name);  
  console.log(f.favoriteColor || 'n/a');  
}  
  
add({ name: 'Jack' });  
add({ name: 'Jill', favoriteColor: 'orange' });  
add({ favoriteColor: 'grey' });
```


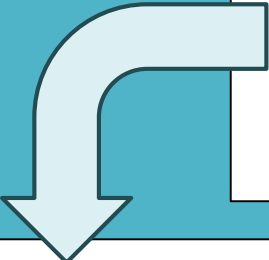


(property) favoriteColor: string

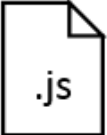
Argument of type '{ favoriteColor: string; }' is not assignable to parameter of type 'Friend'.
Property 'name' is missing in type '{ favoriteColor: string; }'.

Class

```
class BankAccount {  
    balance = 0;  
    deposit(credit: number) {  
        this.balance += credit;  
        return this.balance;  
    }  
}
```

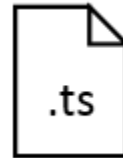


```
var BankAccount = (function () {  
    function BankAccount() {  
        this.balance = 0;  
    }  
    BankAccount.prototype.deposit = function(credit) {  
        this.balance += credit;  
        return this.balance;  
    };  
    return BankAccount;  
})();
```



Constructor & Private Members

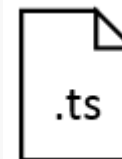
```
class BankAccount {  
    private balance = 0;  
  
    constructor(init: number) {  
        this.balance = init;  
    }  
  
    deposit(credit: number) {  
        this.balance += credit;  
        return this.balance;  
    }  
}
```



Parameter Properties & Accessors

```
class BankAccount {  
    constructor(private balance: number,  
                 public name: string = 'Noname') {  
    }  
  
    deposit(credit: number) {  
        this.balance += credit;  
        return this.balance;  
    }  
  
    get currentAmount() {  
        return this.balance;  
    }  
}
```

```
var a = new BankAccount(100);  
a.deposit(500);  
alert(a.currentAmount);
```



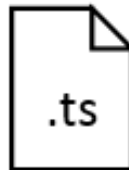
Note that accessor
(get & set)
requires ES5 output

Class Inheritance and the "super" calls

```
class CheckingAccount extends BankAccount {  
  constructor(balance: number) {  
    super(balance);  
  }  
  writeCheck(debit: number) {  
    this.balance -= debit;  
  }  
}
```

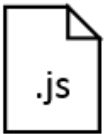
Module

```
module M {  
  var s = "hello";  
  export function f() {  
    return s;  
  }  
}
```



```
M.f();  
M.s; // Error, s is not exported
```

```
var M;  
(function(M) {  
  var s = "hello";  
  function f() {  
    return s;  
  }  
  M.f = f;  
})(M || (M={}));
```



Arrow functions

```
(x) => { return Math.sin(x); }
```

```
(x) => Math.sin(x)
```

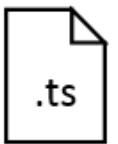

```
x => { return Math.sin(x); }
```

```
x => Math.sin(x)
```



Arrow functions

```
var bmi = (w, h) => w / Math.pow(h / 100, 2);  
alert(bmi(65, 170));
```



```
var bmi = function (w, h) { return w / Math.pow(h / 100, 2); };  
alert(bmi(65, 170));
```



Using TypeScript with AngularJS

Project

DemoTsd (E:\bed\DemoTsd)

01

controllers.ts

typings

angularjs

chance

jquery

underscore

tsd.d.ts

tsd.json

External Libraries

```
1  /// <reference path="../../typings/tsd.d.ts" />
2
3  class FooController {
4      public static $injector = [ "$log" ];
5      public value:number = 1;
6
7      constructor(public $log:angular.ILogService) {
8          //
9      }
10
11     public Inc():void {
12         this.value++;
13         this.$log.log("value is now " + this.value);
14     }
15 }
16
17 angular.module("myApp").controller("FooController", FooController);
18
```

single reference

type annotation

install by **tsd**

```
> tsd install angular chance underscore -ros
```

```
- angularjs / angular
-> jquery   / jquery
- chance    / chance
- underscore / underscore
```

```
1  /// <reference path="angularjs/angular.d.ts" />
   <reference path="chance/chance.d.ts" />
   <reference path="jquery/jquery.d.ts" />
   <reference path="underscore/underscore.d.ts" />
```

<http://www.baanlaesuan.com/apps/electricitycharge.htm>



โปรแกรมคำนวณค่าไฟฟ้า

โดย ช้านและสอน

พลังงานไฟฟ้า (หน่วย) = $\frac{\text{กำลังไฟฟ้า (วัตต์)} \times \text{เวลา (ชั่วโมง)}}{1000}$

Like 3k Tweet 21 Share 734

อุปกรณ์หรือเครื่องใช้ไฟฟ้า	จำนวน	กำลังไฟ(วัตต์)	ชั่วโมงการใช้ งาน/วัน	จำนวนวัน	หน่วย(กิโลวัตต์-ชั่วโมง)
หม้อหุงข้าว	1	600	1	30	18

เพิ่มอุปกรณ์ไฟฟ้า
ลดอุปกรณ์ไฟฟ้า
คำนวณค่าไฟฟ้า

ใช้พลังงานไฟฟ้าไปทั้งสิ้น **18** หน่วย ใช้แบบที่ **1**

ค่าใช้ไฟฟ้าฐาน	8.19 + (10 x 1.3576) + (3 x 1.5445)	26.40 บาท [1]
ค่า Ft เดือน ม.ค.-เม.ย. 2554 = 0.9255 บาทต่อหน่วย	18 x 0.9255	16.66 บาท [2]
ค่าไฟฟ้าฐาน + ค่า Ft [1]+[2]	26.40 + 16.66	43.06 บาท [3]
ค่าภาษี [3]x7%	43.06 x 7%	3.01 บาท [4]
ค่าไฟฟ้าที่ต้องจ่าย [3]+[4]	43.06 + 3.01	46.07 บาท

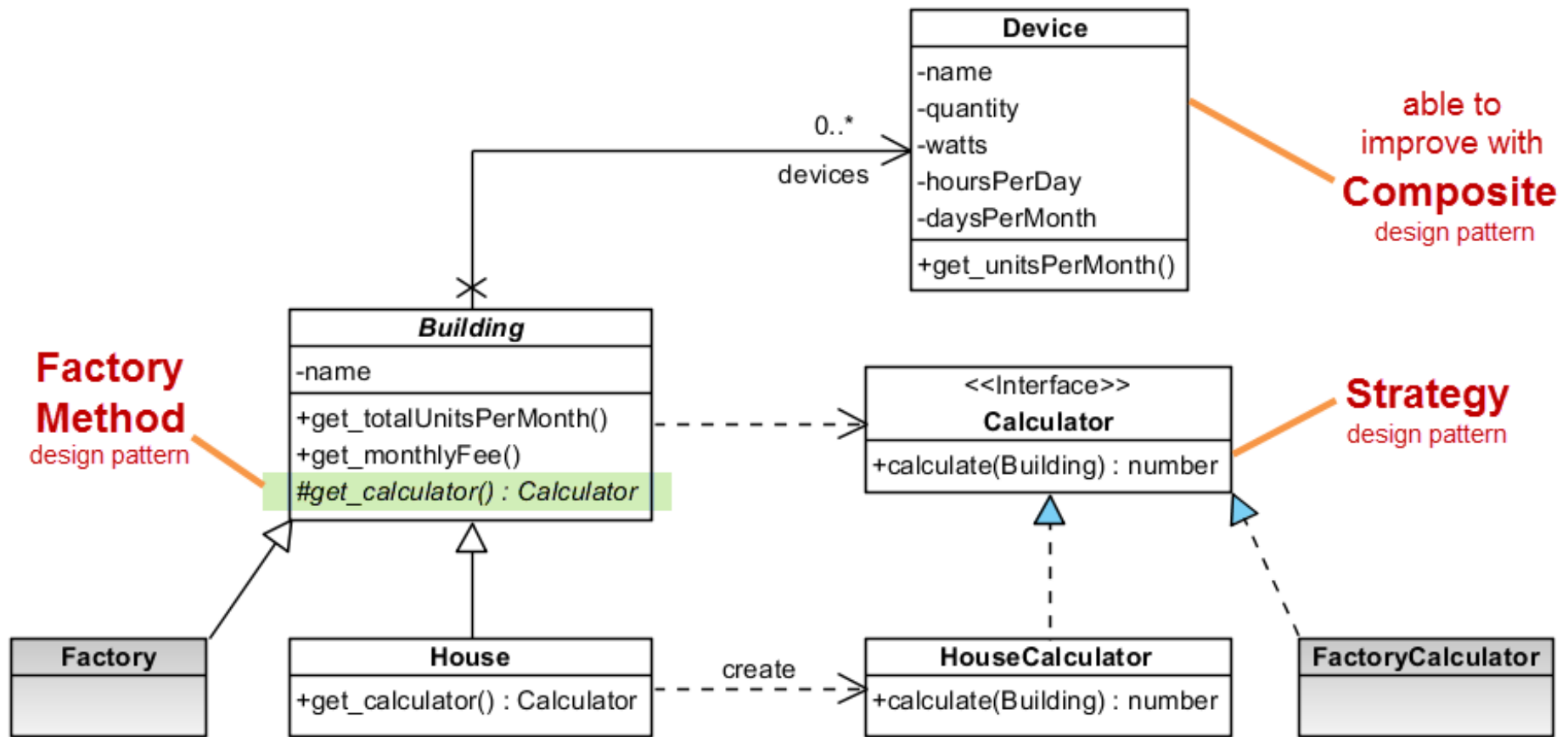
แบบที่ 1 การใช้ไฟฟ้าไม่เกิน 150 หน่วยต่อเดือน

ค่าบริการรายเดือน	หน่วยละ(บาท)
5 หน่วย (หน่วยที่ 1-5) เป็นเงิน	0
10 หน่วยต่อไป (หน่วยที่ 6-15)	1.3576
10 หน่วยต่อไป (หน่วยที่16-25)	1.5445

แบบที่ 2 การใช้ไฟฟ้าเกิน 150 หน่วยต่อเดือน

ค่าบริการรายเดือน	หน่วยละ(บาท)
150 หน่วยแรก (หน่วยที่ 1-150)	1.8047
250 หน่วยต่อไป (หน่วยที่ 151-400)	2.7781
เกินกว่า 400 หน่วย (หน่วยที่ 401 เป็นต้นไป)	2.978

Developing with TypeScript



Resources

<http://facebook.com/groups/typescript.thailand>

<http://www.typescriptlang.org>

<http://www.typescriptlang.org/Handbook>

<http://blogs.msdn.com/b/typescript>

<http://definitelytyped.org>

<http://definitelytyped.org/tsd>

<https://github.com/microsoft/typescript>

<https://github.com/microsoft/typescript/wiki>