

Motivation TypeScript

Alex Thalhammer

Outlook

Overview & Motivation TypeScript

Angular Introduction



Overview

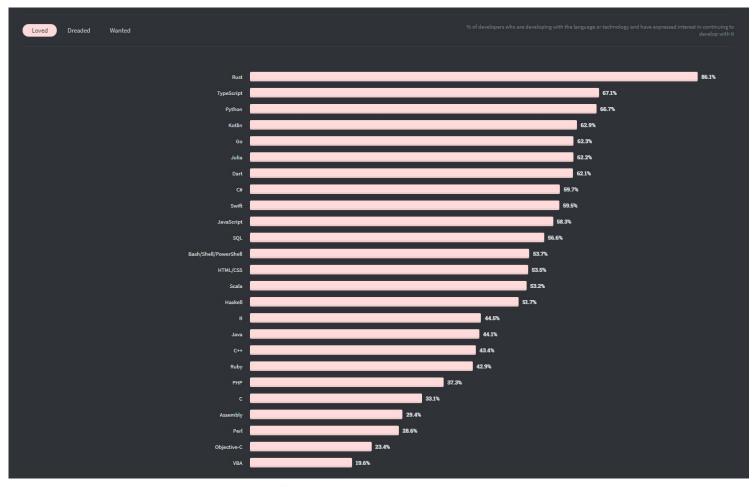


What is TypeScript?

- Superset of EcmaScript 6+ (2015+)
- Compiles to EcmaScript 6 (2015) or 5 (→ Differential loading for IE11)
- Introduces static typing (like known from C++, Java and others)
- Advantages
- Handy Code Completion (IDE)
- Makes Refactoring Easier

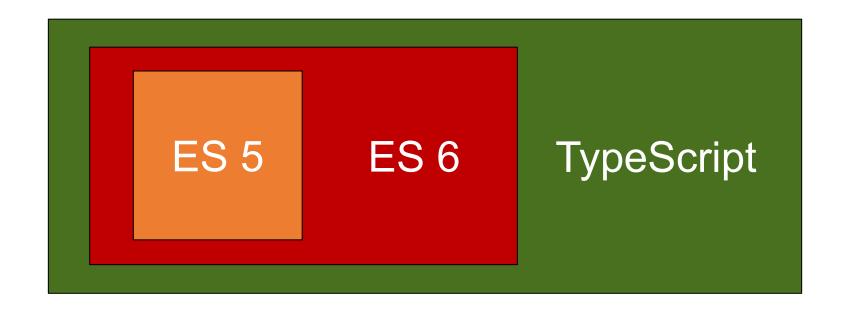


Devs <3 TypeScript (StackOverflow Survey'20)





TypeScript & ES6



compilation



How can we use TypeScript?

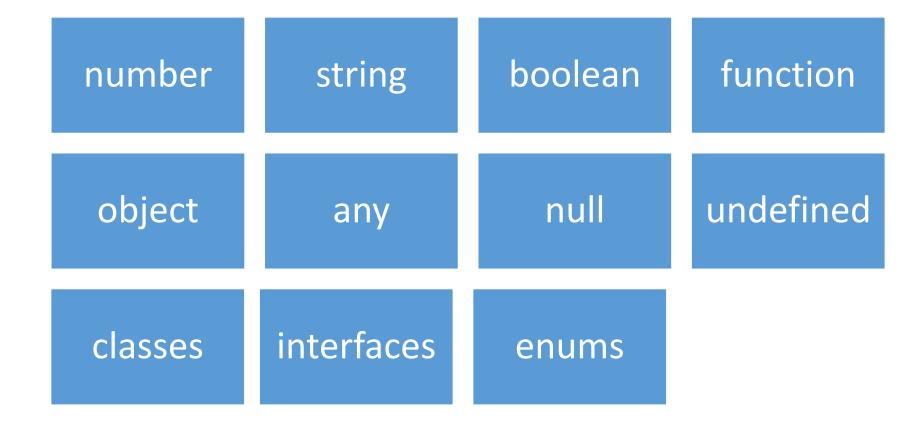
Compiler in terminal / shell

- Integration in VS Code or WebStorm
 - http://www.typescriptlang.org/

- Framework support
 - Angular
 - React
 - VueJS



Data types





Access Modifier

public

protected

private

readonly

public is standard



```
export class Flight {
    constructor(id: number) {
        this.id = id;
    }

    public id: number; // int + double
    protected from: string;
    private to: string;
    readonly date: string; // ISO date
}
```



```
export class Flight {
    constructor(public id: number) {
        this.id = id;
    }

    public id: number; // int + double
    protected from: string;
    private to: string;
    readonly date: string; // ISO date
}
```



```
export class Flight {
    constructor(public id: number) {}

    protected from: string;
    private to: string;
    readonly date: string; // ISO date
}
```



Another example

```
// flight-manager.ts
import { Flight } from './flight';
export class FlightManager {
    constructor(private cache: Array<Flight>) {}
    search(from: string, to: string): Flight[] { [...] }
    get count(): number { return this.cache.length; }
    get flights(): Flight[] { return this.cache; }
    set flights(c: Flight[]): void { this.cache = c; }
```



Inheritance

```
export class ExtendedFlugManager extends FlugManager {
    constructor(cache: Flight[]) {
        super(cache);
   // Overwrite methods
    search() {
        return super.search();
```

Project setup & ecosystem

Typical projekt structur

• Source code (TypeScript, HTML, SCSS) src dist Dist node modules • Libs package.json Pointer to Libs and Scripts Config of TypeScript-Compiler tsconfig.json webpack.config.js Config of Bundler (webpack)





Webpack

What is webpack?

- Build tool, bundling solution
- De facto Standard
 - Angular CLI, React, Vue
- Supports Node packages (→ de facto Standard)
- We need to customize webpack to support our MFE (more later)



webpack.dev.config

```
const commonConfig = require('./webpack.common.js');
module.exports = webpackMerge(commonConfig, {
    devtool: 'cheap-module-source-map',
    plugins: [
        new DefinePlugin({
            'ENV': '"development"'
        })
    ],
    devServer: {
      port: 8080
});
```



NPM or Yarn & package.json

```
{
    "dependencies": {
         "@angular/common": "~2.0.0",
         [...]
    },
    [...]
}
```

```
{
    "dependencies": {
        "@angular/common": "~2.0.0",
        [...]
    },
    [...]
}
```

```
{
    "dependencies": {
        "@angular/common": "^2.0.0",
        [...]
    },
    [...]
}
```

```
"dependencies": {
    "@angular/common": "^2.0.0",
    [...]
"devDependencies": {
   "webpack": "^1.12.9",
   "webpack-dev-server": "^1.14.0",
    [...]
"scripts": {
    "webpack": "webpack"
    "start": "webpack-dev-server",
```

```
"dependencies": {
    "@angular/common": "^2.0.0",
    [...]
"devDependencies": {
   "webpack": "^1.12.9",
   "webpack-dev-server": "^1.14.0",
    [...]
"scripts": {
    "webpack": "webpack --config webpack.dev.js"
    "start": "webpack-dev-server",
```

```
"dependencies": {
   "@angular/common": "^2.0.0",
                                        >> npm install
   [...]
"devDependencies": {
   "webpack": "^1.12.9",
   "webpack-dev-server": "^1.14.0",
   [...]
"scripts": {
   "webpack": "webpack" ←----- npm run webpack
   "start": "webpack-dev-server",
                             npm start
```

TypeScript
Speedrun ;-)



Types



Types

```
let name: string = "Max Muster";
let plz: number = 12345;
let autor: boolean = true;
```

Implicit types

let name = "Max Muster"; // string

let plz = 12345; // number

let autor = true; // boolean

Only these 3 types!



Any

```
let website2: any = "http://www.softwarearchitekt.at";
website2 = 1;
```

Try to avoid as much as possible!



Union-Types

```
let nameOrNumber: string | number;
nameOrNumber = "Max";
nameOrNumber = 17;
```

Union-Types as parameter

```
function showItem(speed: number | string) {
  if (typeof speed === 'number') {
     [...]
  else if (typeof speed === 'string') {
     [...]
```



Lambda statements

```
function filter(input: number[], callback: (item: number) => boolean): number[] {
  const result: number[] = []; // new Array<number>();
  for (let i: number = 0; i < input.length; i++) {
     if (callback(objs[i])) result.push(input[i]);
  return result;
let result = filter([1, 2, 3, 4, 5, 6], (item: number) => item % 2 === 0);
```

Type Assertions



Type Assertions

let k: Contact = new Client(123, "Max Muster", "Essen");



Type Assertions

```
let k: Contact = new Client(123, "Max Muster", "Essen");
```

[...]

let art = k.clientAttr; // won't work



Type Casting

```
let k: Contact = new Client(123, "Max Muster", "Essen");
[...]
let client = k as Client;
let art = client.clientAttr; // OK
```



Type Casting (Alternative)

```
let k: Contact = new Client(123, "Max Muster", "Essen");
```

```
[...]
let client = <Client>k;
let art = client.clientAttr; // OK
```



Interfaces

```
interface IContact {
    id: number;
    name: string;
    location?: string;
    plz: number;
    date: any;
    getInfo(): string;
}
```

```
class Contact implements | Contact {
    [...]
}
```



Generics

```
class ReadOnly<T> {
  private data: T;
  constructor(data: T) {
    this.data = data;
  public getData(): T {
    return this.data;
let readOnlyNumber = new ReadOnly<number>(42);
console.debug(readOnlyNumber.getData());
```

Functions



Functions

```
function sayHello(name: string = "noname"): void {
   console.debug("Hallo " + name);
}

sayHello("Max");
sayHello();
```



Optional Parameters

```
function sayHello(name?: string): void {
   if (name) {
      console.debug("Hallo " + name);
   } else {
      console.debug("Hallo!");
   }
}
```



Enums



Enums

- enum Direction { UP, DOWN, LEFT, RIGHT } let d = Direction.UP;
- enum Direction { UP = 7, DOWN, LEFT, RIGHT }
- type Direction = 'UP' | 'DOWN' | 'LEFT' | 'RIGHT';
 let d: Direction = 'UP';



Recommendations on TypeScript

Use prettier!

Use ESLint (standard since NG 11)

- Avoid any!
- Use strict typing!
- Except implicit types ©
- Also for functions params and return types!



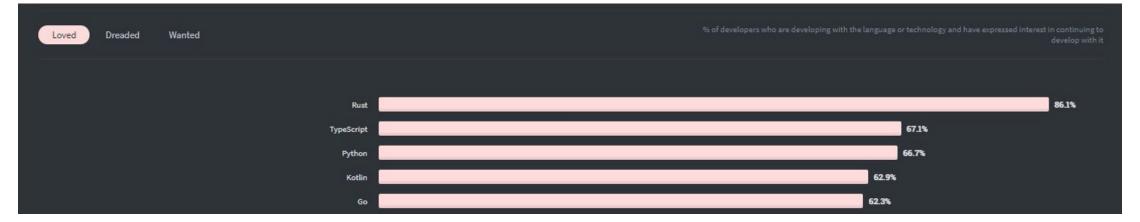
Demo

Show prettier and ESLint



Now you know TypeScript

- Use it and you're gonna love it
 - If you have used JS before



Any questions left over?

