Understanding the Language Basics



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Module Overview



TypeScript syntax

Built-in types

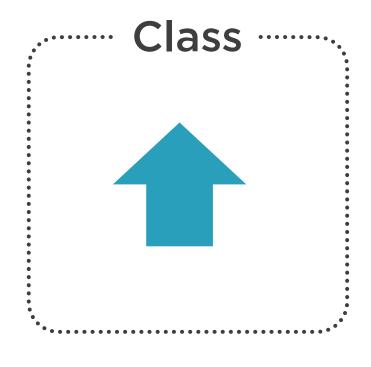
Custom types

Working vending machine



Classes and Objects













Classes and Objects



Class

doors: number



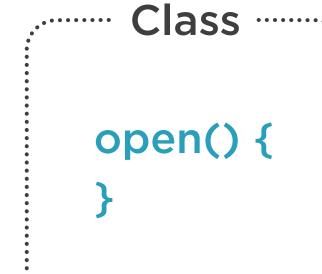






Classes and Objects













Data Types

Built-in Custom

boolean

enum

string

array

number

interface

class



Any

```
var notSure: any = 4;
notSure = "maybe a string instead";
notSure = false;
```



Arrow Functions

```
class VendingMachine {
    acceptCoin = (coin: Quarter): void => {
        this.paid += coin.value;
    }
}
```



This

This in a non-arrow function will point to the object that is calling the function

In arrow functions this always refers to the object (of the class) the function is in



Arrow Functions

```
var acceptCoin = ( coin:Quarter ) => {
    this.paid += coin.value;
}
acceptCoin(new Quarter());
```



Cleaner Code

Use data binding

Knockout.js

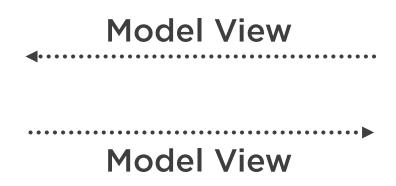
There are other solutions



Role of Knockout.js

View (HTML)





Model (ts object)

Day = France



Type Definitions

TypeScript contains typing for standard javascript objects

But it doesn't know about external libraries

Type definitions help out



Function Scope

```
acceptCoin = (coin: Quarter): void => {
  var oldTotal = this.paid(); //2
      if (oldTotal > 10) {
             var much = true;
      console.log(oldTotal); //2
      console.log(much); //true
```

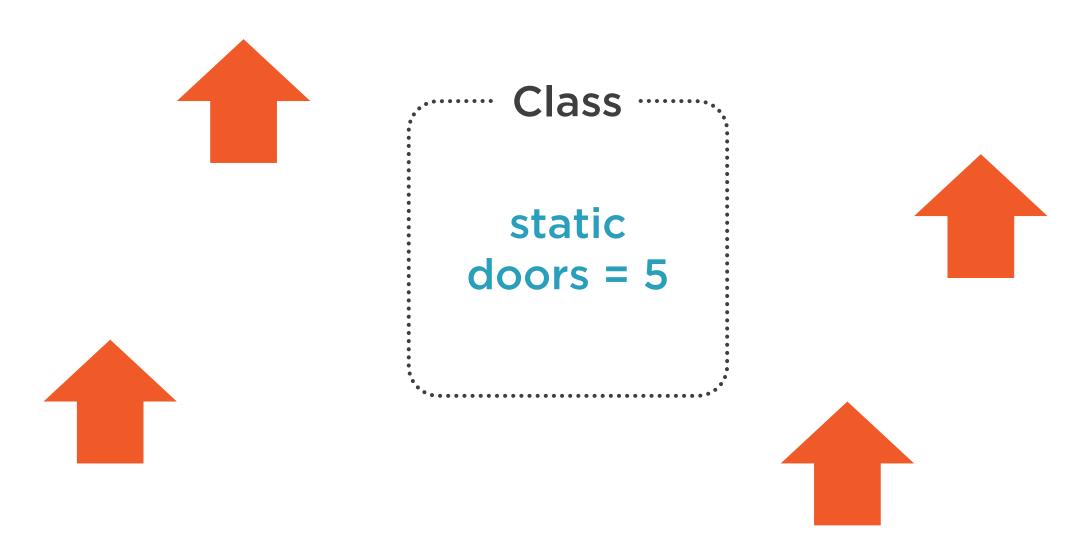


Block Scope

```
acceptCoin = (coin: Quarter): void => {
  let oldTotal = this.paid(); //2
      if (oldTotal > 10) {
             let much = true;
      console.log(oldTotal); //2
      console.log(much); //undefined
```



Statics





Enums

```
enum VendingMachineSize {
    small = 6,
    medium = 9,
    large = 12
}
...
vendingMachine.size = VendingMachineSize.medium;
```



Benefits of Enums

Constraint

Maintainability of Code

Readability of Code



Summary



Classes

Data Types

Typing

Properties

Functions

Type Definitions

Let

Arrays

Enums

