What is Typescript

○ A javascript framework

○ A javascript version

● A new programming language

Is typescript related to javascript somehow?

○ No

● Yes

Typescript looks very similar to ES6

●true

○false

As javascript, typescript is natively executed in recent browsers

○ true

● false

Typescript has to be compiled into JS in order to be executed in a browser

● true

○ false

Typescript adds typings constraints to JS, which can help to organize big projects

● true

○ false

types allow to detect some errors at compilation time

●true

○ false

types allow to get auto completion features

● true

○ false

It’s not possible to work with third party JS library within an existing typescript project

○ true

● false

It’s possible to work with third party JS library within an existing typescript project, but it’s not possible to take benefits of typing constraints on this library

○ true

● false

It’s both possible to work with third party JS library within an existing typescript project and to take benefits of typing constraints on this library

●true

○ false

Are enumerations available in typescript?

○ Yes

● No

When would you use the type ‘any’ with typescript?

● When you don’t know the type which will be used at some point

● When you are using an external library without a definition file

Consider the code below

class Person{

constructor(private age: number){}

}

● The Person class will get an ‘age’ attribute

○ The age parameter cannot be used outside of the constructor

Which of the following affirmations are correct?

○ Class properties can’t be arrow functions

● Functions can be private

● Functions can be typed

With a typescript decorator, I can decorate

a class

● true

○ false

To implement the needed decorator for ‘@sample’, we have to create the function ‘sample’

● true

○ false

Depending on the context, the following syntaxes are possible:

@sample

@sample()

● true

○ false

With a class decorator, I don’t have access to the constructor

○ true

● false

I can use a decorator on a simple variable

○ true

● false