

# Typing, Variables and Functions

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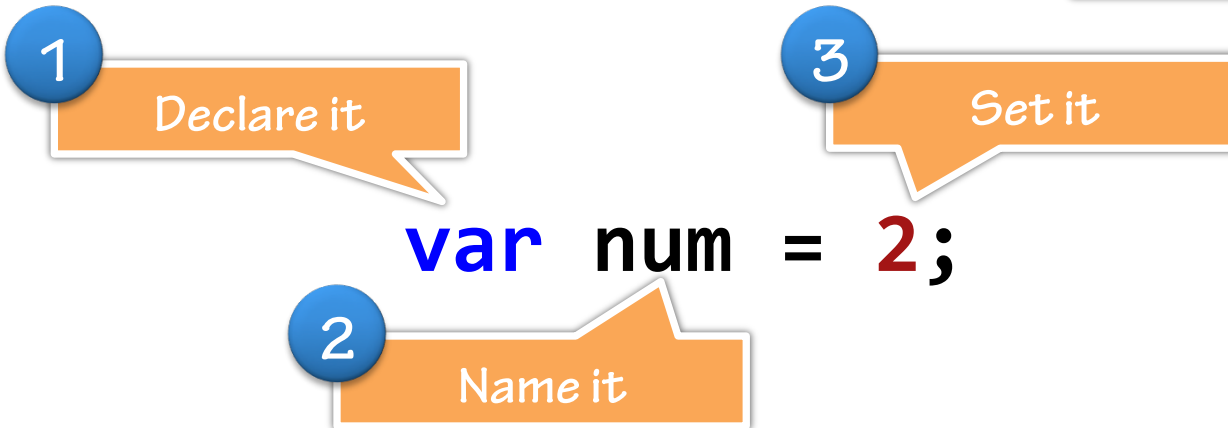


# Grammar, Declarations and Annotations

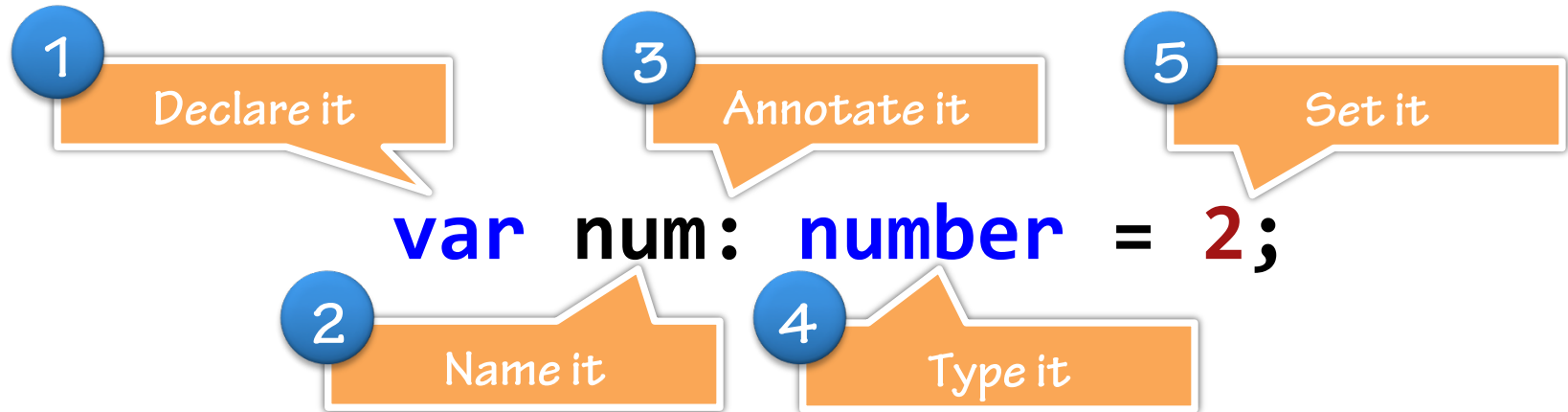


# Grammar: Type Inference

This TypeScript  
Example is JavaScript



# Grammar: Type Annotations



# Annotations and Inferences

```
var any1;
```

Type could be any type (any)

```
var num1: number;
```

Type Annotation

```
var num2: number = 2;
```

Type Annotation Setting the Value

```
var num3 = 3;
```

Type Inference (number)

```
var num4 = num3 + 100;
```

Type Inference (number)

```
var str1 = num1 + 'some string';
```

Type Inference (string)

```
var nothappy : number = num1 + 'some string';
```

Error!

# Typing and Ambient Declarations



# Dynamic and Static

TypeScript

Static typing (optional)

Type safety is a compile-time  
feature

JavaScript

Dynamic typing

Type safety happens at run-time  
debugging

# JavaScript's Dynamic Types

*Could be any type*

```
var person;  
person = 'John Papa';  
person.substring(1, 4);
```

```
person = 1;  
person.substring(1, 4);
```

*Uncaught TypeError: Object 1 has no method 'substring'*



# Ambient Declarations

## TypeScript

```
declare var document;  
  
document.title = "Hello";
```

`lib.d.ts` is referenced by default  
and contains references for the  
DOM and JavaScript

## JavaScript

```
document.title = "Hello";
```

Ambient Declarations do not  
appear anywhere in the  
JavaScript

# Type Definition Files (aka Declaration Source Files)

## TypeScript

```
/// <reference path="jquery.d.ts" />
```

```
declare var $;
```

Helps provide  
types for jquery

```
var data = "Hello John";
```

```
$("div").text(data);
```

## JavaScript

```
var data = "Hello John";
```

```
$("div").text(data);
```

Ambient Declarations do not  
appear anywhere in the  
JavaScript

# Any and Primitive Types



# Any

- Represents any JavaScript value

```
var data: any;  
var info;
```



any



No static type  
checking on "any"

# Primitive Types

```
var age: number = 2;
```

```
var score: number = 98.25;
```

```
var rating = 98.25;
```

number

```
var hasData: boolean = true;
```

```
var isReady = true;
```

boolean

```
var firstName: string = 'John';
```

```
var lastName = 'Papa';
```

string

# Arrays and Indexers

```
var names: string[] = ['John', 'Dan', 'Aaron', 'Fritz'];
```

```
var firstPerson: string;
```

```
firstPerson = names[0];
```



indexer

# Primitive Types - Null

```
var num: number = null;  
var str: string = null;  
var isHappy: boolean = null;  
var customer: {} = null;
```

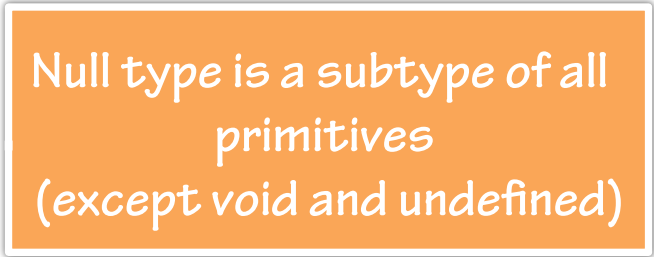


null

```
var age: number;  
var customer = undefined;
```



undefined



Null type is a subtype of all  
primitives  
(except void and undefined)

# Primitive Types - Undefined

```
var quantity: number;  
var company = undefined;
```



undefined



*undefined type is a subtype  
of all types*



# Object Types



# Object Types

- **Examples**

- Functions, class, module, interface, and literal types

- **May contain**

- Properties
    - public or private
    - required or optional
  - Call signatures
  - Construct signatures
  - Index signatures

# Object Types

## Object literals

```
var square = { h: 10, w: 20 };
```

```
var points: Object = { x: 10, y: 20 };
```

## Functions

```
var multiply = function (x: number) {  
    return x * x;  
};
```

```
var multiplyMore: Function;  
multiplyMore = function (x: number) {  
    return x * x;  
};
```

# Functions



# Functions

- **Parameter types (required and optional)**
- **Arrow function expressions**
  - Compact form of function expressions
  - Omit the function keyword
  - Have scope of "this"
- **Void**
  - Used as the return type for functions that return no value

# Arrow Function Expressions

## TypeScript

```
var myFunc = function (h: number, w: number) {  
    return h * w;  
};
```

Omit the function  
keyword

Compact return  
statement

```
var myFunc = (h: number, w: number) => h * w;
```

## Emit the same JavaScript

```
var myFunc = function (h, w) {  
    return h * w;  
};
```

# Void

*Used as the return type for functions that return no value*

```
var greetMe : (msg: string) => void;
```

```
greetMe = function (msg) {  
    console.log(msg);  
}
```

No return value

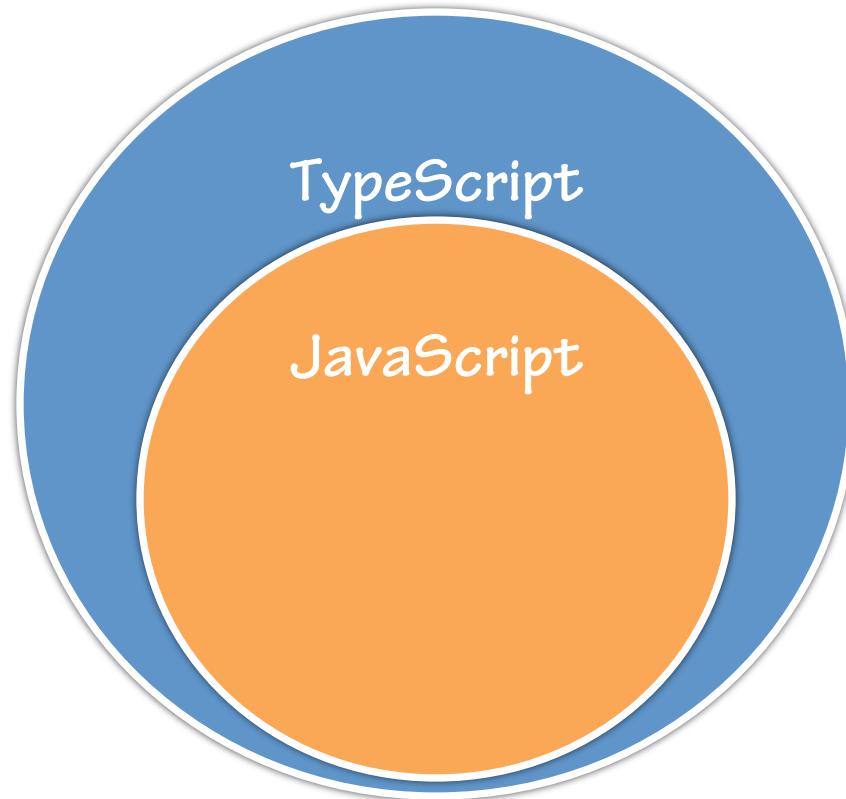
```
greetMe('Hello!');
```

# Summary





# All JavaScript is Valid TypeScript



# Typings, Variables and Functions

- **Emits JavaScript**
- **Optional static typing**
  - Various types
- **Compile time checking**
- **Ambient Declarations for external references**
  - Use with typings (\*.d.ts files)
- **Objects and functions**
  - Parameter types (required and optional)
  - Arrow function expressions
- **Interfaces**