

Interfaces





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- A way of defining **contracts**
- Used in TypeScript for implementing structural subtyping of objects
- Interfaces can **extend** other interfaces
- Can be used to set properties as **optional** or **read only**
- Can be used to enforce contracts for classes
- Does not have a runtime representation



Arrow Functions

Next Video



Credits

Special thanks to all the people who made and released these awesome resources for free:

- Presentation template by SlidesCarnival
- Photographs by Unsplash