

**Typescript**

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1. **Basic Types (Primitive)**

|  |  |
| --- | --- |
| Type | Value |
| boolean | True/false |
| number | Floating point values, Supports  Binary (prefix ‘0b’), Decimal (6, 60), Octal (prefix ‘0o’) and hexadecimal (prefix ‘0x’) |
| string | Supports Single quote, double quote for constant strings and backtick/backquote ( ` ) for template strings which supports embedded expression of the form ${ expr } |
| void | Represents no return type when used in function return types |
| enum | Enumerator like in C#, By default the start member has value 0. |
| null | It is an assignment value. Null is an object type |
| undefined | Means a variable is declared but no value is assigned yet |
| never | It represents the type of values that never occur. |
| symbol | A symbol value may be used as an identifier for object properties. |

**Hands On**

1. **Composite Types**

|  |  |
| --- | --- |
| Type | Value |
| Array, [] | Has dedicated type syntax for arrays |
| Tuple | With tuples one can define type of data at every position of array |
| any | A type which can hold any other type. |

**Hands On**

1. **Interface Type**