

## Getting Started

[Installation](#)[Making a Deno project](#)[Set up your environment](#)[Command line interface](#)

## Fundamentals

[TypeScript support](#)[Node and npm support](#)[Security and permissions](#)[Modules and dependencies](#)[deno.json and package.json](#)[Standard Library](#)[Web development](#)[Testing](#)[Debugging your code](#)[Workspaces and monorepos](#)[Linting and formatting](#)[HTTP Server](#)[OpenTelemetry](#)[Stability and releases](#)

## Reference Guides

[Runtime](#) > [Fundamentals](#) > TypeScript support

# TypeScript support

TypeScript is a first class language in Deno, just like JavaScript or WebAssembly. You can run or import TypeScript without installing anything more than the Deno CLI. With its built-in TypeScript compiler, Deno will compile your TypeScript code to JavaScript with no extra config needed. Deno can also type check your TypeScript code, without requiring a separate type checking tool like `tsc`.

## Type Checking

One of the main advantages of TypeScript is that it can make your code type safe, catching errors during development rather than runtime. TypeScript is a superset of JavaScript meaning that syntactically valid JavaScript becomes TypeScript with warnings about being "unsafe".

### NOTE

**Deno type checks TypeScript in `strict mode` by default**, the TypeScript core team [recommends strict mode as a sensible default](#).

Deno allows you to type-check your code (without executing it) with the `deno check` subcommand:

[Type Checking](#)[Using with JavaScript](#)[Providing declaration files](#)[Providing types in the source](#)[Providing types in the importer](#)[Providing types for HTTP modules](#)[Type checking for browsers and web workers](#)[Augmenting global types](#)[Using declare global to augment the global scope](#)[Using .d.ts files to augment the global scope](#)