The most basic types in Typescript as basic primitives in Javascript:

* bigint: 0n, 2n, -4n, …
* boolean: true or false
* null
* number:0 , 2, -4 …
* string: “helloworld”
* symbol: Symbol(), Symbol("hi"), …
* undefined

example:

1337n; // bigint true; // boolean null; // null 1337; // number "Louise"; // string Symbol("Franklin"); // Symbol undefined; // undefined

At its core, TypeScript’s type system works by:

1. Reading in your code and understanding all the types and values in existence
2. For each object, seeing what type its initial declaration indicates it may contain
3. For each object, seeing all ways it’s used later on
4. Complaining to the user if an object’s usage doesn’t match with its type

Take the following snippet, in which TypeScript is emitting a type error:

let firstName = "Whitney";

firstName.length();

// This expression is not callable.

// Type 'Number' has no call signatures

**Kinds of Errors** While writing TypeScript, the two kinds of “errors” you’ll come across most frequently are:

* Syntax: blocking TypeScript from being converted to JavaScript.
* Type: something mismatched has been detected by the type checker.

Syntax Errors:

Syntax errors are when TypeScript detects incorrect syntax that it cannot understand as code.

let let wat;

// Error: ',' expected.

Type Errors

Type errors occur when your syntax is valid but the TypeScript type checker has detected an error with the program’s types.

console.blub("Nothing is worth more than laughter.");

// Error: Property 'blub' does not exist on type 'Console'.

Assignability

TypeScript’s checking of whether a value is allowed to be provided to a function call or variable is called “assignability”: whether that value is assignable to the location it’s passed to

let car:string = "mercedes";

//car = 44;

// Error: Type 'number' is not assignable to type 'string'

Type Annotations

It’ll consider them to be implicitly the any type: a type indicating that it could be anything in the world.

Instead, TypeScript provides a syntax for declaring the type of a variable, using what’s called a type annotation.

let rocker: string;

rocker = "Joan Jett";

Types Shapes

TypeScript doesn’t only check that the values assigned to variables match their original types: it also knows what member properties should exist on objects

let cher = {

firstName: "Cherilyn",

lastName: "Sarkisian",

};

cher.middleName;

// Property 'middleName' does not exist on type

// '{ firstName: string; lastName: string; }'.

Chapter 3. Unions and Narrowing

**Unions**: Expanding a value’s allowed type to be two or more possible types.

Take this mathematician variable:

let mathematician : string | number  = Math.random() > 0.5 ? 9001 : "Mark Goldberg";

console.log(mathematician)

let thinker: boolean | string = false;

if (Math.random() > 0.5) {

 thinker = "Susanne Langer";

}

**Narrowing**: Reducing a value’s allowed type to not be one or more possible types.

Assignment narrowing comes into play when a variable is given an explicit

union type annotation and an initial value, too. TypeScript will understand

that while the variable may later receive a value of any of the union typed

values, it starts off as only the type of its initial value.

In the following snippet, inventor is declared as type number |

string, but TypeScript knows it’s immediately narrowed to a string

from its initial value:

let inventor: number | string = "Hedy Lamarr";

inventor.toUpperCase(); // Ok: string

inventor.toFixed();

// ~~~~~~~

// Error: Property 'toFixed' does not exist on type 'string'

let scientist : string ;

scientist = "string"

let text  = scientist;

if (typeof text === "string") {

  text.toUpperCase(); // Ok: string

} else {

  text.toFixed(); // error

}

function padLeft(padding: number | string, input: string) {

  return " ".repeat(padding) + input;

}

 /\*Argument of type 'string | number' is not assignable to parameter of type 'number'.

  Type 'string' is not assignable to type 'number'. \*/

Chapter 4. Literals

literal types: more specific versions of primitive types.

const car : null = null;

const jet : undefined = undefined;

const angka : number = 7;

const trueOrfalse:boolean | string = true && "4";

const mySymbol = Symbol()

var bigBin:bigint = BigInt("0b1010101001010101001111111111111111");

const array = [4,"string" , true]

const check =mySymbol;

console.log(typeof array)

console.log(bigBin);

Primitive:- (String,Boolean,Number,BigInt,Null,Undefined,Symbol )

Non-Primitive:- Object (array, functions) also called object references.

//kind type of

// number,boolean,string, object , undefined , symbol , bigint