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

Chapter 5. Functions

TypeScript allows you to declare the type of function parameters with a type annotation.

In theory, you don’t need to add proper type annotations to function parameters for your code to be valid TypeScript syntax. TypeScript might yell at you with type errors but the emitted JavaScript will still run.

function singAllTheSongs(singer: string, ...songs: string[]):void {

console.log(singer) //"Alicia Keys"

console.log(songs) // ["Bad Romance", "Just Dance", "PokerFace"]

}

singAllTheSongs("Alicia Keys");

singAllTheSongs("Lady Gaga", "Bad Romance", "Just Dance", "PokerFace");

let createStrings: () => string[];

let insecure: () => string[] | number[];

insecure = () => {

    return ["string" ]

}

Parameter **Type Inferences**

It would be cumbersome if we had to declare parameter types for every function we write

Functions set as values for previously declared variables don’t need to have their types declared:

const songs = ["Call Me", "Jolene", "The Chain"];

let singer: (song: string[]) => void;

singer = function (song) {

 console.log(`${song}`);

};

singer(songs);

Functions immediately passed to parameters have function parameter types inferred as well:

let text = "";

const fruits = ["apple", "orange", "cherry"];

//array.forEach(function(currentValue, index))

let myFunction : (items:string , index:number) => void;

myFunction = (items,index) => {

  text += " " + items;

}

fruits.forEach(myFunction);

console.log(text);

Void Returns

They either have no return statements or only have return statements that don’t return a value. TypeScript allows using a void keyword to refer to the return type of a function that returns nothing.

function logSong(song: string | undefined | boolean): void {

 if (!song) {

 return; // Ok

 }

 console.log(`${song};`)

 return true; // Error: Type 'boolean' is not assignable to type 'void'.

}

void is not the same as undefined. void means the return type of a function will be ignored, while undefined is a literal value to be returned will be Error.

Functions don’t need to actually return void in order to be used in locations declared to be a function type with a void. Remember, it’s an indication that a function’s returned value isn’t meant to be used.

Chapter 6. Arrays

let arrayOfNumbers: number[];

arrayOfNumbers = [4, 8, 15, 16, 23, 42];

If you don’t include that type annotation on a variable initially set an empty array, TypeScript will treat the array as implicitly any[], meaning it can receive any content.

Multi-Dimensional Arrays

A 2D array, or an array of arrays, will have two `[]`s:

let arrayOfArraysOfNumbers: number[][];

arrayOfArraysOfNumbers = [

 [1, 2, 3],

 [2, 4, 6],

 [3, 6, 9],

];

A 3D array, or an array of arrays of arrays, will have three `[]`s. 4D arrays have four `[]`s. 5D arrays have five `[]`s. You can guess where this is going for 6D arrays and more.

Union Type Arrays

JavaScript arrays can contain all sorts of different types of values, as you saw in the beginning of this chapter. You can use a union type to indicate that each member of an array is either one type or another.

When using array types with unions, parenthesis () may be used to indicate which part of an annotation is the contents of the array or the surrounding union type:

// Type is either a number or an array of strings

let numberOrStrings: number | string[];

// Type is an array of items that are each either a number or a string

let stringCreators: (number | string)[];

// Type is (string | undefined)[]

const namesMaybe = [

 "Aqualtune",

 "Blenda",

 undefined,

];

// Type is (string | date)[]

const soldiersOrDates: (string | Date)[] = ["Deborah Sampson", new Date(1782, 6,3)];

Array Members

TypeScript understands typical index-based access for retrieving members of an array to give back an item of that an array’s type.

Unsound Members

function withItems(items: string[]) {

 console.log(items[9001].length);

}

withItems([]); // cannot read properties of undefined (reading ‘length’)

We can see that it’ll crash at runtime with `Cannot read property length of

undefined`, but TypeScript intentionally does not make sure retrieving array

members exist

Array members are an example of an area where the TypeScript type system

is known to be technically unsound: it can get types mostly right, but

sometimes it messes up