Step 1 - Types of languages

1. Strongly typed vs loosely typed

The terms strongly typed and loosely typed refer to how programming languages handle types, particularly how strict they are about type conversions and type safety.

Strongly typed languages

1. Examples - Java, C++, C, Rust
2. Benefits -
    1. Lesser runtime errors
    2. Stricter codebase
    3. Easy to catch errors at compile time

Loosely typed languages

1. Examples - Python, Javascript, Perl, php
2. Benefits
    1. Easy to write code
    2. Fast to bootstrap
    3. Low learning curve

Code doesn't work ❌

```
#include <iostream>

int main() {
  int number = 10;
```

Code does work ✅

```
function main() {
  let number = 10;
  number = "text";
  return number;
}
```

```
    return 0;
}
```

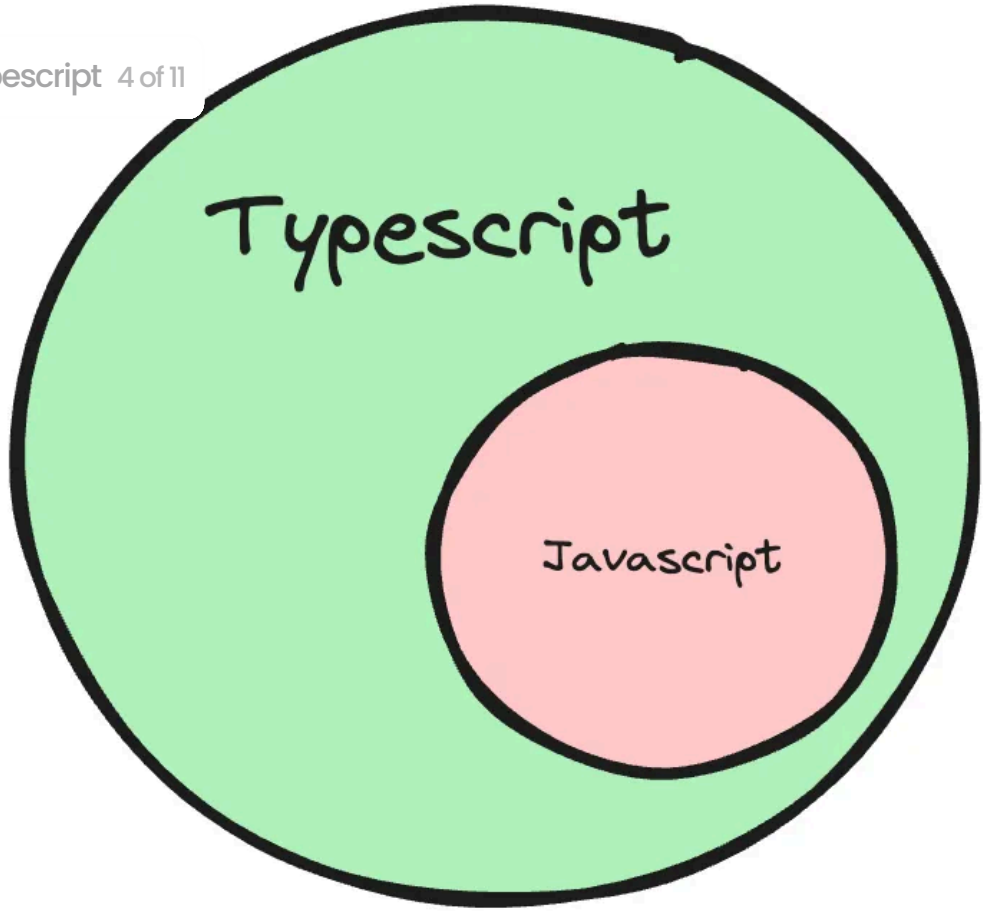

People realised that javascript is a very power language, but lacks types. Typescript was introduced as a new language to add types on top of javascript.

Step 2 - What is Typescript

What is typescript?

TypeScript is a programming language developed and maintained by Microsoft.

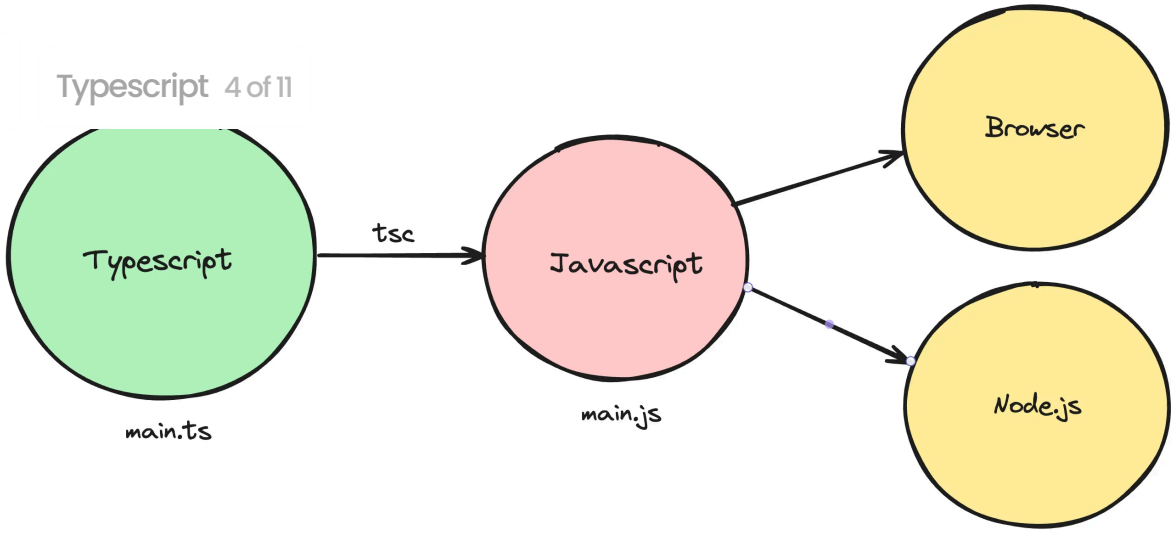
It is a strict syntactical superset of JavaScript and adds optional static typing to the language.



Where/How does typescript code run?

Typescript code never runs in your browser. Your browser can only understand javascript .

1. Javascript is the runtime language (the thing that actually runs in your browser/nodejs runtime)
2. Typescript is something that compiles down to javascript
3. When typescript is compiled down to javascript, you get type checking (similar to C++). If there is an error, the conversion to Javascript fails.



Step 3 - The tsc compiler

Let's bootstrap a simple Typescript Node.js application locally on our machines

Step 1 - Install tsc/typescript globally

```
npm install -g typescript
```

Step 2 - Initialize an empty Node.js project with typescript

```
mkdir node-app
cd node-app
npm init -y
npx tsc --init
```

two files in your project

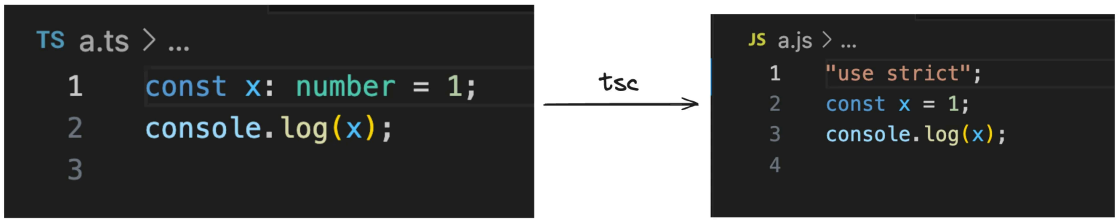
Step 3 - Create a a.ts file

```
const x: number = 1;
console.log(x);
```

Step 4 - Compile the ts file to js file

```
tsc -b
```

Step 5 - Explore the newly generated index.js file



Notice how there is no typescript code in the javascript file. It's a plain old js file with no types

Step 7 - Delete a.js

Step 8 - Try assigning x to a string

Make sure you convert the `const` to `let`

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```
= 1;
x = "harkirat"
console.log(x);
```

Step 7 - Try compiling the code again

```
tsc -b
```

Notice all the errors you see in the console. This tells you there are `type` errors in your codebase.

Also notice that no `index.js` is created anymore

This is the high level benefit of typescript. It lets you catch `type` errors at `compile time`

Step 4 - Basic Types in TypeScript

Typescript provides you some basic types

number , **string** , **boolean** , **null** , **undefined** .

Let's create some simple applications using these types -

Problem 1 - Hello world

💡 Thing to learn - How to give types to arguments of a

Write a function that greets a user given their first name.
Argument - firstName

Logs - Hello {firstName}

Doesn't return anything

▼ Solution

```
function greet(firstName: string) {
    console.log("Hello " + firstName);
}

greet("harkirat");
```

Problem 2 - Sum function

💡 Thing to learn - How to assign a return type to a function

Write a function that calculates the sum of two functions

▼ Code

```
function sum(a: number, b: number): number {
    return a + b;
}

console.log(sum(2, 3));
```

Problem 3 - Return true or false based on if a user is 18+

💡 Thing to learn - Type inference

```
function isLegal(age: number) {
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    return true;
  } else {
    return false
  }
}

console.log(isLegal(2));
```

Problem 4 -

Create a function that takes another function as input, and runs it after 1 second.

▼ Code

```
function delayedCall(fn: () => void) {
  setTimeout(fn, 1000);
}

delayedCall(function() {
  console.log("hi there");
})
```

Step 5 - The tsconfig file

The tsconfig file has a bunch of options that you can change to change the compilation process.

1. target

The **target** option in a **tsconfig.json** file specifies the ECMAScript target version to which the TypeScript compiler will compile the TypeScript code.

To try it out, try compiling the following code for target being `ES5` and `es2020`

```
const greet = (name: string) => `Hello, ${name}!`;
```

▼ Output for ES5

```
"use strict";
var greet = function (name) { return "Hello, ".concat(name, "!");
```

▼ Output for ES2020

```
"use strict";
const greet = (name) => `Hello, ${name}!`;
```

2. rootDir

Where should the compiler look for `.ts` files. Good practise is for this to be the `src` folder

3. outDir

Where should the compiler look for spit out the `.js` files.

4. noImplicitAny

Try enabling it and see the compilation errors on the following code -

```
const greet = (name) => `Hello, ${name}!`;
```

Then try disabling it

5. removeComments

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Step 6 - Interfaces

1. What are interfaces

How can you assign types to objects? For example, a user object that looks like this -

```
const user = {
    firstName: "harkirat",
    lastName: "singh",
    email: "email@gmail.com".
    age: 21,
}
```

To assign a type to the user object, you can use interfaces

```
interface User {
    firstName: string;
    lastName: string;
    email: string;
    age: number;
}
```

isLegal that returns true or
user as an input.

▼ Solution

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```
er {
  firstName: string;
  lastName: string;
  email: string;
  age: number;
}

function isLegal(user: User) {
  if (user.age > 18) {
    return true
  } else {
    return false;
  }
}
```

Assignment #2 - Create a React component that takes todos as an input and renders them

💡 Select typescript when initialising the react project using

npm create vite@latest

▼ Solution

```
// Todo.tsx
interface TodoType {
 title: string;
 description: string;
 done: boolean;
}

interface TodoInput {
 todo: TodoType;
}

function Todo({ todo }: TodoInput) {
 return <div>
   <h1>{todo.title}</h1>
```

```
    </div>
}
```

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2. Implementing interfaces

Interfaces have another special property. You can implement interfaces as a class.

Let's say you have an person interface -

```
interface Person {
    name: string;
    age: number;
    greet(phrase: string): void;
}
```

You can create a class which implements this interface.

```
class Employee implements Person {
    name: string;
    age: number;

    constructor(n: string, a: number) {
        this.name = n;
        this.age = a;
    }

    greet(phrase: string) {
        console.log(`${phrase} ${this.name}`);
    }
}
```

This is useful since now you can create multiple variants of a person (Manager, CEO ...)

Summary

1. You can use interfaces to aggregate data
2. You can use interfaces to implement classes from

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asses let you do something similar (not TS

```
abstract class Shape {
  abstract name: string;

  abstract calculateArea(): number;

  describe(): void {
    console.log(`This shape is a ${this.name} with an area of ${this.
  }
}
```

Rectangle and Circle classes

```
class Rectangle extends Shape {
  name = "Rectangle";

  constructor(public width: number, public height: number) {
    super();
  }

  // Implement the abstract method
  calculateArea(): number {
    return this.width * this.height;
  }
}

// Another subclass implementing the abstract class
class Circle extends Shape {
  name = "Circle";

  constructor(public radius: number) {
    super();
  }

  // Implement the abstract method
  calculateArea(): number {
                                    radius;
```

```
}
`
```

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Step 7 - Types

What are types?

Very similar to `interfaces`, types let you `aggregate` data together.

```
type User = {
    firstName: string;
    lastName: string;
    age: number
}
```

But they let you do a few other things.

1. Unions

Let's say you want to print the `id` of a user, which can be a number or a string.

> 💡 You can not do this using `interfaces`

```
type StringOrNumber = string | number;

                                    r) {
  console.log( ID: ${id} );
```

```
}
```

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```
printId("202"); // ID: 202
```

ID: 101

2. Intersection

What if you want to create a type that has every property of multiple types / interfaces

> 💡 You can not do this using interfaces

```
type Employee = {
  name: string;
  startDate: Date;
};

type Manager = {
  name: string;
  department: string;
};

type TeamLead = Employee & Manager;

const teamLead: TeamLead = {
  name: "harkirat",
  startDate: new Date(),
  department: "Software developer"
};
```

Step 8 - Arrays in TS

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If you want to access arrays in typescript, it's as simple as adding a `[]` annotation next to the type

Example 1

Given an array of positive integers as input, return the maximum value in the array

▼ Solution

```
function maxValue(arr: number[]) {
    let max = 0;
    for (let i = 0; i < arr.length; i++) {
        if (arr[i] > max) {
            max = arr[i]
        }
    }
    return max;
}

console.log(maxValue([1, 2, 3]));
```

Example 2

Given a list of users, filter out the users that are legal (greater than 18 years of age)

```
interface User {
    firstName: string;
    lastName: string;
    age: number;
}
```

▼ Solution

```
    lastName: string;
    ber;
```

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```
function filteredUsers(users: User[]) {
  return users.filter(x => x.age >= 18);
}

console.log(filteredUsers([{
  firstName: "harkirat",
  lastName: "Singh",
  age: 21
}, {
  firstName: "Raman",
  lastName: "Singh",
  age: 16
}, ]));
```

Step 9 - Enums

Enums (short for enumerations) in TypeScript are a feature that allows you to define a set of named constants.

The concept behind an enumeration is to create a human-readable way to represent a set of constant values, which might otherwise be represented as numbers or strings.

Example 1 - Game

Let's say you have a game where you have to perform an action

ssed the up arrow key, down arrow key, left arrow key or right arrow key.

```
function doSomething(keyPressed) {
  // do something.
}
```


What should the `type` of keyPressed be?

Should it be a string? (`UP` , `DOWN` , `LEFT` , `RIGHT`) ?

Should it be numbers? (`1` , `2` , `3` , `4`) ?

The best thing to use in such a case is an `enum` .

```
enum Direction {
  Up,
  Down,
  Left,
  Right
}

function doSomething(keyPressed: Direction) {
  // do something.
}

doSomething(Direction.Up)
```

This makes code slightly `cleaner` to read out.

> 💡 The final value stored at `runtime` is still a number (0, 1, 2, 3).

2. What values do you see at runtime for `Direction.UP` ?

Try logging `Direction.Up` on screen

▼ Code

```
enum Direction {
  Up,
  Down,
```

```
    Left,
```



```
function doSomething(keyPressed: Direction) {
  // do something.
}

doSomething(Direction.Up)
console.log(Direction.Up)
```

This tells you that by default, `enums` get values as `0`, `1`, `2` ...

3. How to change values?

```
enum Direction {
  Up = 1,
  Down, // becomes 2 by default
  Left, // becomes 3
  Right // becomes 4
}

function doSomething(keyPressed: Direction) {
  // do something.
}

doSomething(Direction.Down)
```

▼ Solution

4. Can also be strings

```
enum Direction {
  Up = "UP",
  Down = "Down",
  Left = "Left",
  Right = 'Right'
}

function doSomething(keyPressed: Direction) {
```

```
    // do something.
}
```

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```
doSomething(Direction.Down)
```

5. Common usecase in express

```
enum ResponseStatus {
    Success = 200,
    NotFound = 404,
    Error = 500
}

app.get("/', (req, res) => {
    if (!req.query.userId) {
            res.status(ResponseStatus.Error).json({})
    }
    // and so on...
        res.status(ResponseStatus.Success).json({});
})
```

Step 10 - Generics

Generics are a language independent concept (exist in C++ as well)

Let's learn it via an example

1. Problem statement

Let's say you have a function that needs to return the first element of an array. Array can be of type either string or integer.

How would you solve this problem?

▼ Solution

```
function getFirstElement(arr: (string | number)[]) {
    return arr[0];
}

const el = getFirstElement([1, 2, 3]);
```

What is the problem in this approach?

▼ User can send different types of values in inputs, without any type errors

```
function getFirstElement(arr: (string | number)[]) {
    return arr[0];
}

const el = getFirstElement([1, 2, '3']);
```

▼ Typescript isn't able to infer the right type of the return type

```
function getFirstElement(arr: (string | number)[]) {
    return arr[0];
}

const el = getFirstElement(["harkiratSingh", "ramanSingh"]);
console.log(el.toLowerCase())
```

2. Solution - Generics

Generics enable you to create components that work with any data type while still providing compile-time type safety.

Simple example -

```
function identity<T>(arg: T): T {
};
}

let output1 = identity<string>("myString");
let output2 = identity<number>(100);
```


3. Solution to original problem

Can you modify the code of the original problem now to include generics in it?

```
function getFirstElement<T>(arr: T[]) {
   return arr[0];
}

const el = getFirstElement(["harkiratSingh", "ramanSingh"]);
console.log(el.toLowerCase())
```

Did the issues go away?

▼ User can send different types of values in inputs, without any type errors

```
function getFirstElement<T>(arr: T[]) {
   return arr[0];
}

const el = getFirstElement<string>(["harkiratSingh", 2]);
console.log(el.toLowerCase())
```

▼ Typescript isn't able to infer the right type of the return type

```
function getFirstElement<T>(arr: T[]) {
    return arr[0];
}
```

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Step 11 - Exporting and importing modules

TypeScript follows the ES6 module system, using **import** and **export** statements to share code between different files. Here's a brief overview of how this works:

1. Constant exports

math.ts

```
export function add(x: number, y: number): number {
    return x + y;
}

export function subtract(x: number, y: number): number {
    return x - y;
}
```

main.ts

```
import { add } from "./math"

add(1, 2)
```

2. Default exports

```
ıber {
    return x + y;
```

```
    }
}
```

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calculator.ts

```typescript
import Calculator from './Calculator';

const calc = new Calculator();
console.log(calc.add(10, 5));
```