

TS



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# TypeScript Utilities

you should know



# Pick

With Pick, you can pick a set of Keys from the given Type.



```
interface User {  
    id?: number;  
    firstname: string;  
    lastname?: string;  
    age: number;  
    telephone?: number;  
    twitter?: string;  
}  
  
type UserFullscreen =  
Pick<User, 'firstname' | 'lastname'>;  
  
const userName: UserFullscreen = {  
    firstname: 'Chris',  
    lastname: 'Bongers',  
};
```

username variable is now used to ensure only those two fields are set.



# Omit

In contrast to Pick, you can use Omit to remove a set of Keys (basically omit a set of properties) from your Type.

```
interface User {  
    id?: number;  
    firstname: string;  
    lastname?: string;  
    age: number;  
    telephone?: number;  
    twitter?: string;  
}  
type UserPost = Omit<User, 'id'>;  
  
const updateUser: UserPost = {  
    firstname: 'Chris',  
    lastname: 'Bongers',  
    age: 32,  
};
```





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# Partial

This utility will make a new Type set with all the properties of the Type set, set to optional.

```
type User = {  
    firstName: string,  
    lastName: string  
}  
  
let firstUser:Partial<User> = {  
    firstName: "John"  
}
```



This is ultimately the same as redefining the User

```
type User = {  
    firstName?: string,  
    lastName?: string  
}
```

type to:



Swipe →



# Readonly

Readonly is used when you don't want the properties of an object reassigned. As in the name, it will set the properties of Type set to read-only.

```
● ● ●  
interface User {  
    id?: number;  
    firstname: string;  
    lastname: string;  
    age?: number;  
}  
const user: Readonly<User> = {  
    firstname: 'Chris',  
    lastname: 'Bongers',  
};
```



# Return Type

The utility type `ReturnType` helps by extracting the return type of a function.



```
function createPerson(): PersonInfo {  
    return {  
        name: "John Doe",  
        age: 30,  
    };  
}  
type T1 = ReturnType<typeof  
createPerson>;
```





# Non-Nullable

It excludes null and undefined from the given Type.



```
type myType = string | number |  
null | undefined  
type noNulls =  
NonNullable<myType>
```



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