

# **TYPESCRIPT BASICS**

## **CPTMSDUG - September 2018**

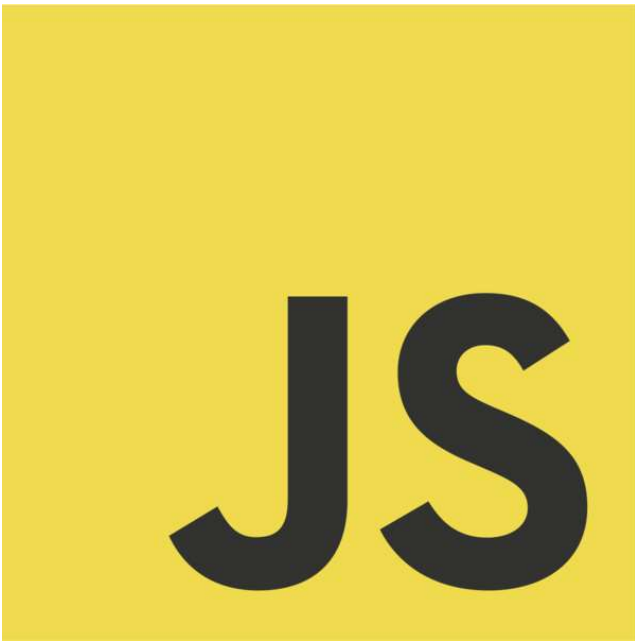
**HELLO!**



# WHO AM I?



- Turbo Pascal
- Delphi
- J++
- C#
- TypeScript



# JS IN 3 MINS

JS is a high-level, interpreted programming language. It's dynamic, weakly typed, prototype-based and multi-paradigm

JavaScript is an event-driven and supports BOTH functional AND imperative (including object-oriented and prototype-based) programming styles

Single threaded event loop architecture with background workers

# JAVASCRIPT RUNTIME

Single threaded event driven  
(loop) architecture with  
background workers  
(concurrent)

 loupe

1

2

3

4

5

6

7

8

9

10

11


12

Save + Run

```
setTimeout(function one () {  
  console.log("ONE!")  
}, 10000);  
  
setTimeout(function two () {  
  console.log("TWO!")  
}, 5000);  
  
console.log("THREE!");
```

Call Stack

Web Apis



Callback Queue

## loupe

```
1
2
3
4 ▾ setTimeout(function one () {
5   console.log("ONE!");
6 }, 10000);
7
8 ▾ setTimeout(function two () {
9   console.log("TWO!");
10 }, 5000);
11
12 console.log("THREE!");
```

Save + Run

Call Stack

Web Apis



Callback Queue



# JAVASCRIPT TYPES

Boolean  
Number  
String  
Null  
Undefined  
Symbol  
---  
Object { }

**Arrays are objects**

**\*FUNCTIONS() are  
OBJECTS\***



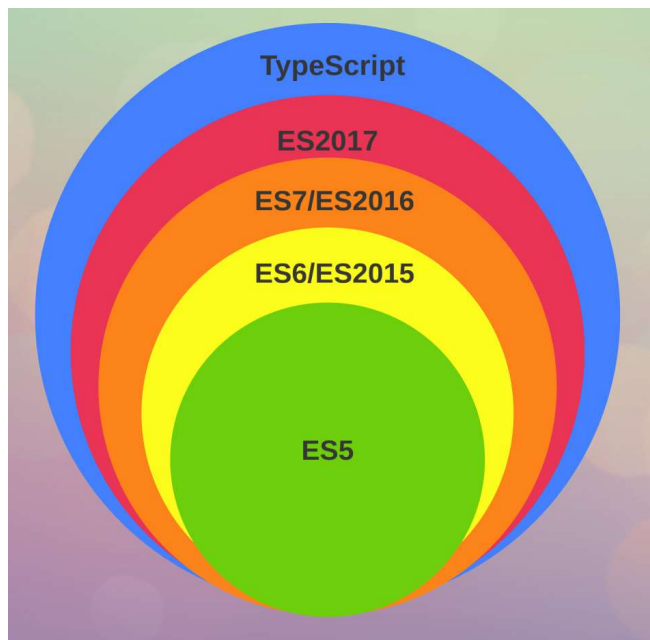
# **What is TS?**

**IT'S DEVELOPMENT  
TOOLING.**

**TRANSPILER**

**OPTIONAL TYPE CHECKING AT  
COMPILE TIME.**

**JS === TS, but TS !== JS**






[\*\*https://github.com/tc39\*\*](https://github.com/tc39)

# TRANSPILER EXAMPLE

# ASYNC

```
//ASYNC AWAIT
const timeout = millisecs => new Promise(res =>

(async function () {
  console.log(new Date());
  await timeout(2000);
  console.log(new Date());
})();
```



**FEATURES!**



# TYPE ANNOTATIONS

```
function TriteTaxExample(amount) {  
    return amount / 100 * 114; ...  
}
```

```
console.log(TriteTaxExample(5000));
```

**5700**

# TYPE ANNOTATIONS

```
function TriteTaxExample(amount) {  
    return amount / 100 * 114; ...  
}
```

```
console.log(TriteTaxExample("YOLO"));
```

## NaN

# TYPE ANNOTATIONS

```
function TriteTaxExample(amount: number) {  
    return amount / 100 * 114;  
}
```

```
console.log(TriteTaxExample("YOLO"));
```

```
C:\code\cptmsug_tstalk\codesamples>tsc ta.ts  
ta.ts:5:29 - error TS2345: Argument of type '"YOLO"' is not assignable to parameter of type 'number'.  
5 console.log(TriteTaxExample("YOLO"));  
                        ~~~~~
```

**[destroyallsoftware.com/talks/wa](https://destroyallsoftware.com/talks/wa)**



**duck typing**

## CLASSES

**Classes in TS (or > JS ES6) are  
object factories.**

```
class Person {  
    private _name: string;  
    public get name(): string {  
        return this._name;  
    }  
    public set name(v: string) {  
        this._name = v;  
    }  
    constructor(name: string) {  
        this._name = name;  
    }  
}  
  
const logName = (p: Person) => console.log(p.name);  
const p = new Person("Brett");  
p.name = "Mutated Brett";  
logName(p);
```

```
class Person {  
    constructor(public name: string) {  
    }  
}  
  
const logName = (p: Person) => console.log(p.name);  
const p = new Person("Brett");  
p.name = "Mutated Brett";  
logName(p);
```



```
32 class Person {
33   ... constructor(public readonly name: string) {
34     ... }
35 }
36
37 const logName = (p: Person) => console.log(p.name);
38 const p = new Person("Brett");
39 p.name = "Mutated Brett";
40 logName(p);
41 logName({name: "Totally Fine Duck Typing"});
42 logName({name: 123456789});
43 logName({name: "Totally Fine", ExtraStuff: "Not fine"});
44
```

```
32 class Person<T> {
33     ...constructor(public readonly name: T) {
34     ...}
35 }
36
37 const logNameNoType = (p: Person) => console.log(p.name);
38 const logName = (p: Person<number>) => console.log(p.name);
39 const p = new Person<number>("Brett");
40 logName(p);
41 logName({name: "Not the right shape duck"});
42 logName({name: 123456789}); //We take numbers now.
43
```

[ts] Generic type 'Person<T>' requires 1 type argument(s).

class Person<T>


## INTERFACES

**Only exists within the  
context of TypeScript used  
solely for Type Checking**

```
interface IThing {  
    someString: string;  
    someNumber: number;  
    optionalBool?: boolean;  
}
```


```
function func(m:IThing){}
```

```
func({someNumber:1}) `***ERROR***`  
func({someNumber:1, someString: "2"})  
func({someNumber:1, someString: "2", optionalBool: true  
func({someNumber:1, someString: "2", randomJunk: {}})
```



```
interface IThing {
    someString: string;
    someNumber: number;
    optionalBool?: boolean;
}
//extends
interface IMoreThing extends IThing {
    randomJunk: boolean;
}
function func(m:IMoreThing){}


func({someNumber:1, someString: "2"}) `***ERROR***`
func({someNumber:1, someString: "2", randomJunk: true})
func({someNumber:1, someString: "2", optionalBool: true
```



```
//generics
interface IGenericThing<T, K> {
    someString: string;
    someGeneric: T
    OptionalGeneric?: K
}
```

```
function func(m:IGenericThing<Boolean, Number>){}
```

```
func({someString:"YOLO", someGeneric: true})
func({someString:"YOLO", someGeneric: "true"}) `***ERRC
func({someString:"YOLO", someGeneric: true, OptionalGen
```



## TYPE | GUARDS

```
function guarded(arg: Number | String) {
```

```
}
```

```
  guarded(1);
```

```
  guarded("1");
```

```
[ts] Argument of type 'true' is not assignable to parameter of  
      type 'String | Number'.
```

```
  guarded(true);
```



# ENUMS

```
enum Things {  
    Boat,  
    Shoe,  
    Banana,  
    Whatever = 99  
}  
  
function DoThing(thing: Things){  
    switch (thing){  
        case Things.Banana: console.log('Yellow'); break;  
        case Things.Shoe: console.log('Laces!'); break;  
        default: throw new Error(`DIDN'T DEAL WITH THING!`)  
    }  
}  
  
DoThing("BANANA?");  
DoThing(Things.Banana);
```

[ts] Argument of type '"BANANA?"' is not assignable to parameter of type 'Things'.

# **DISCRIMINATED UNIONS & LITERAL TYPES**

```
type myThings = "Ducky" | "Squirrel" | "Pancake"

function DoThing(thing: myThings){
  switch (thing) { //INFERS my TYPE HERE
    case "Pancake": console.log('Yellow'); break;
    case "Squirrel": console.log('Furry'); break;
  }
}

DoThing("Pancake");
DoThing("DUCKY"); `***ERROR***`
```

```
type myThings = "Ducky" | "Squirrel" | "Pancake"

function DoThing(thing: myThings){
  switch (thing) { //INFERS my TYPE HERE
    case "Pancake": console.log('Yellow'); break;
    case [ts] Type '"DUCKY"' is not comparable to type 'myThings'.
    case "DUCKY": console.log('Quack'); break;
  }
}
```



# THANKS

Complaints to @WrathZA

[HTTPS://GITHUB.COM/BASARAT/TYPESCRIPT-BOOK](https://github.com/basarat/typescript-book)



## Next Meetup: September 12th