# **TypeScript**

the better javascript?

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#### Me

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- Software Developer @cluetec
- Java / Spring / NoSQL / Web / JavaScript
- Passion for tooling & build processes
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#### You?

- Software Developers?
- Java / C# / etc.?
- JavaScript?
- That thing on the right?

```
var Greeter = (function () {
  function Greeter(greeting) {
    if (!greeting) { greeting = "Hello, "; }
    this.greeting = greeting;
  Greeter.prototype.greet = function (name) {
    console.log(this.greeting + name);
 };
  return Greeter;
})();
new Greeter().greet("Karlsruhe");
new Greeter("Hallo, ").greet("Karlsruhe");
```

## Agenda

- Motivation
- TypeScript Overview
- TypeScript Features
- Tooling
- Demo
- Conclusion

```
Object.defineProperty(window, "myProp", {"value": "booyah", readOnly: true});
function distance() {
 var distance = parseInt(document.getElementById("distance"));
 if (distance > 100) {
   document.getElementById("longDistanceWarn").setAttribute("hidden", false);
 return distance;
function updateCosts() {
 costs = (distance * 0.01) + 10;
 document.querySelectorAll(".costs").textContent = costs;
document.getElementById("calcButton").addEventListener(updateCosts, "click");
```

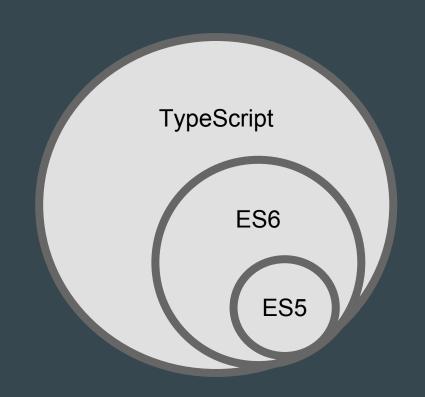
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## TypeScript Overview

## What is TypeScript?

- A superset of JavaScript
- ES6 features today
- Type system
- Transpiler No Runtime
- Compiles down to ES3 / ES5 / ES6
- Open sourced by Microsoft in 2012
- Version 1.0 in 2014, Current 1.6



#### Why TypeScript?

- Type Definitions for JavaScript API
- Detecting Bugs
- IDE Auto-Completion
- Code Navigation
- Rename / Refactor

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                                   Object.defineProperty(window, "myProp", {"value": "booyah", readOnly: true});
                                    function distance() {
                             6   var distance = parseInt(document.getElementById("distance"));
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                                                                                                                                  assignable to parameter of type 'string'
                                          document.getElementById("longDistanceWarn").setAttribute(
                                       return distance;
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                                    function updateCosts() {
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                                   document.getElementById("calcButton").addEventListener(updateCosts, "click");
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                                    interface Item{
       interfaces-2.ts
                            TypeScript Errors in Open Files (3 Mass 10 months) Last Build Output (No Errors) References (No Search)
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                            ~02_basics/tsconfig.json ✓ JS Current 18, /Users/ajaeqie/dev/talks/qdq-typescript/samples/02_basics/interfaces20.ts Cannot find name 'ServerResponse'.
                                     Cannot find name 'costs', at line 14 col 3
       tsconfig.ison
                            TS Error The left-hand side of an arithmetic operation must be of type 'any', 'number' or an enum type. at line 14 col 12

▼ ■ 03 iquery

                            TS From Argument of type '() => void' is not assignable to parameter of type 'string', at line 18 col 56
                                     Argument of type '{ "value": string; readOnly: boolean; }' is not assignable to parameter of type 'PropertyDescriptor', at line 3 col 61
     > iii src
                            TS Property 'textContent' does not exist on type 'NodeListOf<Element>'. at line 15 col 39
     > typings
      agitignore
                            TS Error Cannot find name 'costs', at line 15 col 53
       index.html
                             File 8 Project 8 X 8 Issues 02_basics/motivation-solved.ts 6:44
                                                                                                                                LF UTF-8 TypeScript P master ++42 1 update
```

# TypeScript Features: Basics

#### Basic Types

- Basic JavaScript types
- Arrays of these
- Compile-time only
- Explicit type definitions
- Implicit by type inference

```
var age: number;
var name: string;
var vip: boolean;
var emails: string[];
var additionals: Object;
var age = 52;
var name = "John Doe";
var vip = false;
var emails = ["john@doe.com"];
var additionals = {};
var unsure: any = 1337;
unsure = "i'm a string";
```

#### Type Aliases and composition

- Aliasing for existing types
- Union Types
- "is either A or B"
- Requires typeof checks
- Intersection Types
- "is as well A as B"

#### **Enum Types**

- ES6-Feature
- Mapped to Integers
- Can be compile-time only
- Or: preserveConstEnums

```
enum Color { Red, Green, Blue };
let myColor: Color = Color.Blue;
console.log(myColor); // 2
console.log(Color[myColor]); // Blue
enum Bet \{ Home = 1, Away = 2, Draw = 0 \}
let myBet = Bet.Home;
if (myBet === Bet.Home) {
console.log("win!");
```

#### Any Type

- Supertype of all types
- Opt-out of type checks
- Can get assigned everything
- Can be assigned to everything
- Example: HTTP library

```
let known: string = "really a string";
let probably: any = known;
let unknown: any;
let itsAString: string = unknown;
let itsANumber1: number = unknown;
```

#### Interfaces

- Compile-time only
- Description of objects' structure
- Required and optional properties
- Strict Object Literal Checking

```
interface MyConf {
  host: string;
  port: number;
  path?: string;
let conf: MyConf = {
  host: "localhost",
  port: 3000,
  somethingElse: true
};
```

**TypeScript Features: Functions** 

#### **Functions**

- Typed parameters
- Return type
- Optional values
- Default values

#### **Function Types**

- Type definition for functions
- As type
- As interface
- both compatible due to duck typing

```
type MyListenerType =
  (event: MyEvent) => void;
let listeners: MyListenerType[] = [];
function addEventListener(listener:
  MyListenerType): void {
  listeners.push(listener);
interface MyListenerIf {
  (event: MyEvent): void;
```

#### **Arrow Functions**

- ES6-Feature
- Shorthand function syntax
- "Lambda Expressions"
- No own "this"
- No more "var that = this;"
- Uses regular scope lookup

```
let squareIt = (n: number) => {
  return n * n;
};

let sq = (n: number) => n * n;

let logit = (s: string) => console.log(s);
let isEven = (n: number) => n % 2 === 0;
```

# TypeScript Features: Structuring

#### Classes

- ES6-Feature
- Data encapsulation
- Constructor
- Default parameters
- Access Modifiers for members and methods
- Inheritance & abstract classes

```
class MostSimpleClass { }
class Greeter {
  constructor(private greeting =
                      "Hello, ") { }
  greet(name: string) {
    console.log(this.greeting + name);
new Greeter().greet("Karlsruhe");
```

#### Namespaces

- aka. "Internal modules"
- Syntactic sugar for IIFEs
- Encapsulation
- Explicit exports
- Order matters!
- Not recommended for larger apps

```
namespace ns1 {
  export var half = 21;
  export function double(a) {
namespace ns2 {
  function calculateSolution() {
    let x = ns1.half;
    let solution = ns1.double(x);
    return solution;
  console.log(calculateSolution());
```

#### (External) Modules

- Several module systems supported
- ES6-Style import syntax
- Play nice with node.js
- Usable in frontend development with module loaders (e.g. system.js)
- A must for larger apps

```
// myutil.ts
import * as fs from "fs";
export var printFileContent =
   (fileName: string) => { ... };
// index.ts
import * as myutil from "./myutil";
myutil.printFileContent(fileName);
```

## TypeScript Features: ES2016

#### **Decorators**

- Decorator Pattern
- Aspect-oriented programming
- Annotations
- Attaching metadata
- Heavily used for AngularJS 2

```
class DecoratedClass {
  constructor(public a: number) {}
  @log
  foo(greeting: string) {
    return greeting + this.a;
var log: MethodDecorator =
  function(target: Function,
           key: string,
           descriptor: any) {
  return descriptor;
};
```

#### Many more...

- Generics
- Intersection Types
- Template Strings
- Destructuring
- TypeGuards
- JSX Support
- Generators
- Async / await

## Tooling

#### TypeScript Compiler

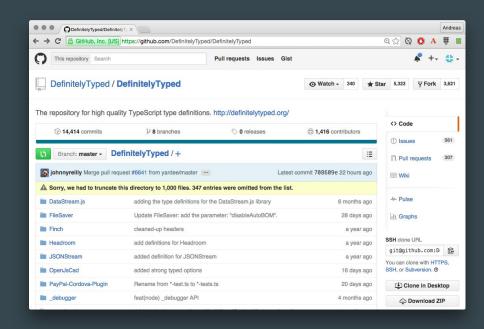
- Compiles TypeScript code to JavaScript
- npm install -g typescript
- tsc --module commonjs --target es6 main.ts
- Project Configuration: tsconfig.json
- tsc --watch

## **TypeScript Definition Files \*.d.ts**

- Compiling uses definition files
- "The type information that gets erased during compilation"
- Built-in runtime definition lib.d.ts
- Third-party definition files
- Provided together with library
- External definition sources

#### TypeScript Definition Manager

- Manages type definitions
- "npm for type definition files"
- npm install -g tsd
- tsd install jquery --save
- DefinitelyTyped Github Repo



## **Further tooling**

- TSLint
- Static code analysis
- Enforcing code conventions
- Build tool integration
- gulp-typescript
- grunt-ts
- webpack ts-loader

- IDE Support
- Webstorm
- Atom
- SublimeText
- Visual Studio
- VSCode
- Eclipse ...

## Demo Time

## **Conclusion & Outlook**

#### Conclusion

#### Pros

- Productivity boost
- ES 201X features today
- Getting started is pretty easy
- Great Tooling and Community
- Fun to use technology!

#### "Cons"

- Definition file conflicts
- Prefer modules over namespaces
- Understanding JavaScript fundamentals is essential!

#### Outlook

- TypeScript 1.7 about to be released
- More and more libs with typings in npm
- Will gain traction with Angular 2
- Give it a try!

## Q & A

Feedback?

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#### Links

- Github Repository: following...
- TypeScript Handbook: <a href="http://www.typescriptlang.org/Handbook">http://www.typescriptlang.org/Handbook</a>
- TypeScript Playground <a href="http://www.typescriptlang.org/Playground">http://www.typescriptlang.org/Playground</a>
- TypeScript Deep Dive by Basarat Ali Syed <a href="https://basarat.gitbooks.">https://basarat.gitbooks.</a>

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