TypeScript Cheatsheet





Basic Types

```
. .
                        index.ts
// numeric data type
let age: number = 42;
// string data type
let name: string = 'John';
// boolean data type
let isDone: boolean = false;
// function return type
function foo(): void {
  console.log('Hello, world!');
}
// anything can be a value
let x: any = 42;
// null data type
let nullValue: null = null;
// undefined data type
let undefinedValue: undefined = undefined;
```



Function

```
. .
                            index.ts
// 1. Function with typed parameters and return type
function add(a: number, b: number): number {
  return a + b;
// 2. Function with optional parameter
function greet(name?: string): void {
  console.log(`Hello, ${name ?? 'world'}!`);
function repeat(text: string, times: number = 3): string {
  return text.repeat(times);
function sum( ... values: number[]): number {
  return values.reduce((total, value) ⇒ total + value, 0);
function convert(value: string): number;
function convert(value: number): string;
function convert(value: string | number): string | number {
  if (typeof value == 'string') {
    return parseInt(value, 10);
  } else {
    return value.toString();
```

Interfaces

```
. .
                      index.ts
// 1. Basic interface
interface Person {
 name: string;
  age: number;
// 2. Interface with optional property
interface User {
  id: number;
  email?: string;
// 3. Interface with readonly property
interface Point {
  readonly x: number;
  readonly y: number;
// 4. Interface with function property
interface Calculator {
  add(a: number, b: number): number;
```

Interfaces (Cont)

```
. .
                        index.ts
// 5. Interface extending another interface
interface Employee extends Person {
  department: string;
// 6. Interface extending multiple interfaces
interface Shape {
  draw(): void;
interface Rectangle extends Shape {
  width: number;
  height: number;
// 7. Interface with index signature
interface Dictionary<T> {
  [key: string]: T;
interface Greeter {
  (name: string): string;
```

Generics

```
. .
                                       index.ts
function identity<T>(arg: T): T {
  return arg;
class Stack<T> {
  private items: T[] = [];
  push(item: T) {
   this.items.push(item);
  pop(): T | undefined {
    return this.items.pop();
// 3. Generic interface
interface KeyValuePair<K, V> {
  key: K;
  value: V;
type Queue<T> = T[];
function find<T extends { id: number }>(items: T[], id: number): T | undefined {
  return items.find(item ⇒ item.id ≡ id);
```



Type Assertion

```
. .
                                    index.ts
let name1: any = 'John';
let length1: number = (<string>name1).length;
let name2: any = 'John';
let length2: number = (name2 as string).length;
let value: string | number = '42';
let length3: number = (<string>value).length;
// 4. Assertion with type intersection
type Person = { name: string };
type Employee = { department: string };
let john: Person & Employee = {
  name: 'John',
  department: 'IT'
};
let name4: string = (<Person>john).name;
let user: { id: number; name: string } | null = { id: 42, name: 'John' };
if (user ≠ null) {
  let name5: string = user.name;
}
```



Classes

```
...
                                          index.ts
class Person {
  constructor(public firstName: string, public lastName: string, public age: number) {}
  getFullName(): string {
    return `${this.firstName} ${this.lastName}`;
class Student extends Person {
  constructor(firstName: string, lastName: string, age: number, public studentId:
number) {
    super(firstName, lastName, age);
  getStudentInfo(): string {
    return `${this.getFullName()}, Age: ${this.age}, Student ID: ${this.studentId}`;
class Teacher extends Person {
  private salary: number;
  constructor(firstName: string, lastName: string, age: number, salary: number) {
    super(firstName, lastName, age);
    this.salary = salary;
  getSalary(): number {
    return this.salary;
```

