

## STEP 04

# Union Types

In TypeScript, a union type allows a variable to be one of several types. You define a union type by listing the possible types separated by the vertical bar (|). Here's the basic syntax:

```
let variableName: type1 | type2 | type3;
```

Here are some examples to illustrate how to use union types:

### Example 1: Basic Union Type

```
let value: number | string;
```

```
value = 42;    // valid
```

```
value = "hello"; // valid
```

```
// value = true; // Error: Type 'boolean' is not assignable to type 'number | string'.
```

### Example 2: Union Type in Function Parameters

```
function printId(id: number | string) {
```

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

```
printId(101);    // Output: ID: 101
```

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

### Example 3: Union Type in an Interface

```
interface Response {
```

```
    status: "success" | "error";
```

```
    data: string | null;}
```

```
const successResponse: Response = {
```

```
    status: "success",
```

```
    data: "Data loaded successfully";
```

```
const errorResponse: Response = {
```

```
    status: "error",
```

```
    data: null;
```

#### Example 4: Using Type Guards with Union Types

Type guards are used to handle the different types in a union. You can use `typeof`, `instanceof`, or custom type guard functions.

```
function printValue(value: number | string) {  
    if (typeof value === "number") {  
        console.log(`Number: ${value}`);  
    } else if (typeof value === "string") {  
        console.log(`String: ${value}`);    } }  
printValue(123);    // Output: Number: 123  
printValue("abc");  // Output: String: abc
```

#### Example 5: Union Type in Arrays

You can also create arrays that hold multiple types using union types.

```
let mixedArray: (number | string)[] = [1, "two", 3, "four"];  
mixedArray.push(5);    // valid  
mixedArray.push("six"); // valid  
// mixedArray.push(true); // Error: Type 'boolean' is not assignable to type 'number | string'.
```

#### Example 6:

In this example, the variable `myname` is declared with a union type of `string | null`. This means `myname` can hold either a string value or `null`. The code demonstrates assigning and logging these values.

```
let myname: string | null;  
myname = null;  
console.log(myname);  
myname = "zia";  
console.log(myname);  
//myname = undefined; //Error  
//myname = 12; //Error
```

#### Example 7:

The code demonstrates how TypeScript's type system enforces type safety, particularly with union types. The variable `myAge` can hold either a string or a number, but using methods that are specific to one type (like `toLowerCase` for strings) requires type narrowing.

```
let myAge: string | number;

myAge = 16; //narrowing

console.log(myAge);

myAge = "sixteen"; // Now narrowing to string

console.log(myAge.toLowerCase()); // Output: sixteen

console.log(myAge.toString()); // common to both types

//can be called even without narrowing
```

#### Example 8: narrowing

##### Initial Assignment and Conditional Expression:

```
let newAge = Math.random() > 0.6 ? "Khan": 60;
```

// The following line would cause an error because the transpiler cannot determine if `newAge` is a string or number at this point.

##### Type Narrowing Using Equality Check:

```
if (newAge === "Khan") {
  console.log(newAge.toUpperCase());
}
```

##### Type Narrowing Using `typeof`:

```
if(typeof newAge === "string"){
  console.log(newAge.toUpperCase());
}
```

Inside this block, TypeScript knows that `newAge` is a string. // Can be called, Output: KHAN

##### Using Ternary Operator for Type Narrowing:

```
typeof newAge === "string"
? console.log(newAge.toUpperCase()) // Ok: string, Output: KHAN
: console.log(newAge.toFixed()); // Ok: number, Output: 60.00 (or similar)
// Using a ternary operator to narrow the type
```

```
let age: number | "died" | "unknown";
```

```
age = 90;//OK  
age = "died";//OK  
age = "unknown";//OK  
//age = "living";//Error
```

---

```
let zia: "zia";
```

```
zia = "zia";  
//zia = "khan";//Error
```

---

```
let yourName = Math.random() > 0.6 ? "Hira Khan": undefined;
```

```
if (yourName) {  
  yourName.toUpperCase(); // Ok: string  
}
```

```
//yourName.toUpperCase();//Error: Object is possibly 'undefined'.
```

```
yourName?.toUpperCase();//OK
```

---

```
// You can also define a type alias  
type RawData = boolean | number | string | null | undefined;
```

```
let data: RawData;
```

```
// You can even combine them
```

```
type Id = number | string;
```

```
type IdMaybe = Id | undefined | null;
```