

Type Script

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History

- 1995: JavaScript is born as LiveScript
- 1997: ECMAScript standard is established
- 2000–2005: XMLHttpRequest, a.k.a. AJAX, gains popularity in app such as Outlook Web Access (2000) and Gmail (2004) and Google Maps (2005).
- 2009: ES5 comes out (this is what most of us use now) with `forEach`, `Object.keys`, `Object.create`
- 2015: ES6/ECMAScript2015 comes out; it has mostly syntactic sugar

Little bit about Typescript

- Typescript is an open-source programming language developed and maintained by Microsoft.
- It is a strict syntactical superset of JavaScript.
- How to install Typescript
 - **`npm install -g typescript`**

Compiling, Running and Watching

➤ File extension

`.ts`

➤ Compile Single File

`tsc filename.ts`

➤ Multiple File

Initialize configuration file using **`tsc -init`**

Run **`tsc`** command this will compile all the ts files in the directory

➤ Running

`Node filename.js`

➤ Watching

`Tsc --watch`

Sample Program console.ts

Create new file with .ts extension

```
console.ts
```

```
console.log('Hello from Type Script');
```

Compile ts file

```
tsc console.ts
```

Run it

```
node ts.js
```

Basic Types

| Data Type | Description |
|-----------|---|
| Boolean | <code>let isDone: boolean = false;</code> |
| Number | <code>let decimal: number = 6;</code> |
| String | <code>let color: string = "blue";</code> |
| Array | <code>let list: number[] = [1, 2, 3];</code> <code>let list: Array<number> = [1, 2, 3];</code> |
| Tuple | <code>let x: [string, number];</code> <code>x = ["hello", 10];</code> |
| Any | <code>let notSure: any = 4;</code> <code>notSure = "maybe a string instead";</code> <code>notSure = false; // okay, definitely a boolean</code> |

Destructuring

- The destructuring assignment syntax in a JavaScript expression that makes it possible to unpack values from arrays, or properties from objects, into distinct variables.
- Array
- Object

Array destructuring

```
let input = [1, 2];  
let [first, second] = input;  
console.log(first); // outputs 1  
console.log(second); // outputs 2
```

With parameters to a function:

```
function f([first, second]: [number, number]) {  
  console.log(first); console.log(second);  
}
```

```
f([1, 2]);
```


Object destructuring

```
let o = { a: "foo", b: 12, c: "bar" };  
let { a, b } = o;
```

Property renaming

```
let { a: newName1, b: newName2 } = o;
```

```
let { a, b }: { a: string, b: number } = o;
```

Spread

- The spread operator is the opposite of destructuring. It allows you to spread an array into another array, or an object into another object.
- Spread operator ... (three dots)

Spread Example

```
let first = [1, 2];  
let second = [3, 4];  
let bothPlus = [0, ...first, ...second, 5];  
//bothPlus the value [0, 1, 2, 3, 4, 5].
```

You can also spread objects:

```
let defaults = { food: "spicy", price: "$$", ambiance: "noisy" };  
let search = { ...defaults, food: "rich" }; //search is { food: "rich", price: "$$",  
ambiance: "noisy" }
```

Classes

```
class Greeter {  
    greeting: string;  
    constructor(message: string) {  
        this.greeting = message;  
    }  
    greet() {  
        return "Hello, " + this.greeting;  
    }  
}
```

```
let greeter = new Greeter("world");  
console.log(greeter.greet());
```

➤ Public, private, and protected modifiers

➤ Public by default

Interfaces

```
interface LabelledValue {  
    label: string;  
}
```

Optional Properties

```
interface SquareConfig {  
    color?: string;  
    width?: number;  
}
```

ES6 Features

- Default Parameters in ES6
 - `var link = function(height = 50, color = 'red', url = 'http://azat.co') { ... }`
- Template Literals in ES6
 - `var name = `Your name is ${first} ${last}.``
 - `var url = `http://localhost:3000/api/messages/${id}``
- Multi-line Strings in ES6
 - `var lines = `line 1 \n
line 2
line 3``

Arrow Functions in ES6

```
var ids = ['5632953c4e345e145fdf2df8', '563295464e345e145fdf2df9']  
var messages = ids.map(value => `ID is ${value}`) // implicit return
```

Block-Scoped Constructs Let and Const

```
function varvslet() {  
  console.log(i);  
  for( var i = 0; i < 3; i++ ) {  
    console.log(i); // 0, 1, 2  
  };  
  console.log(i);  
  for( let j = 0; j < 3; j++ ) {  
    console.log(j);  
  };  
  console.log(j);  
}  
varvslet();
```

Loops

| Data Type | Description |
|-----------------|--|
| For | <pre>var num = 5 var factorial = 1; for(let i = num ; i >= 1; i--) { factorial *= i ; } console.log(factorial);</pre> |
| For...in | <pre>var obj = {a:1, b:2, c:3}; for (var prop in obj) { console.log(obj[prop]); }</pre> |
| For...of | <pre>for (let val of[12 , 13 , 123]) { console.log(val) }</pre> <p>https://github.com/allexplained</p> |

Union Types

- A union type describes a value that can be one of several types. We use the vertical bar (|) to separate each type, so `number | string | boolean` is the type of a value that can be a number, a string, or a Boolean

```
function addHtmlPadding(value: string, padding: string | number){  
  
}
```

```
let paddedString = addHtmlPadding('Hello', 10);  
let paddedString1 = addHtmlPadding('Hello', '10');  
let paddedString2 = addHtmlPadding('Hello', true);
```