

(Usar node pq vamos a trabajar por consola)

Qué es (tipificado, superset de js, warnings en el propio editor...)

Lenguaje compilado = js

Setup

Tipos

Ejemplo Hello world

Funciones y parametros ?? esto debe de ser en la explicacion de JS

Sobrecargas

Clases y objetos

Interfaces a lo mejor

Templates

# Introduction to TypeScript

# What is TypeScript?

---



- High-level programming language
- JavaScript superset
- Compiled to interpreted language
- Strongly typed language

# What is TypeScript?

---

- TypeScript is a superset of JavaScript
- Everything in TS is JS
- Not everything in JS is TS



# What is TypeScript?

---

- TypeScript can't be interpreted
- Can be compiled into JS
- Only then can it be interpreted



# What is TypeScript?

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- Strongly typed language
- Safer
- Less prone to errors



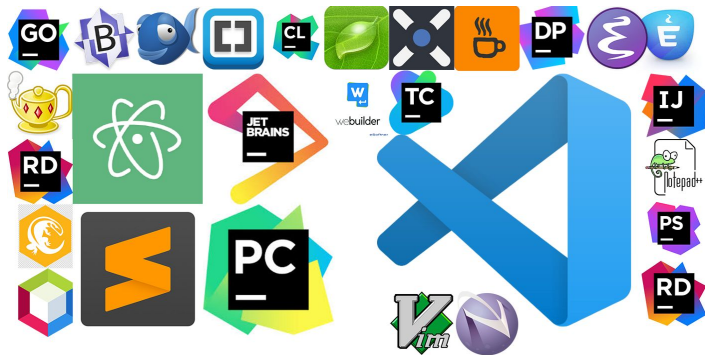
# Setting up TypeScript

## What you need:

# 1- Node.js

## 2- TypeScript compiler

### 3- Code editor



# Setting up TypeScript

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Installing Curl:

```
$ sudo apt-get install curl
```

Installing Node.js and Npm:

```
$ curl -sL https://deb.nodesource.com/setup_18.x | sudo -E bash -  
$ sudo apt-get install -y nodejs
```



# Setting up TypeScript

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Two types of **TypeScript** compilers

TypeScript  
Compiler



# Setting up TypeScript

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TypeScript compiler:



- Compiles TS code into JS code
- Can be then interpreted with Node.js



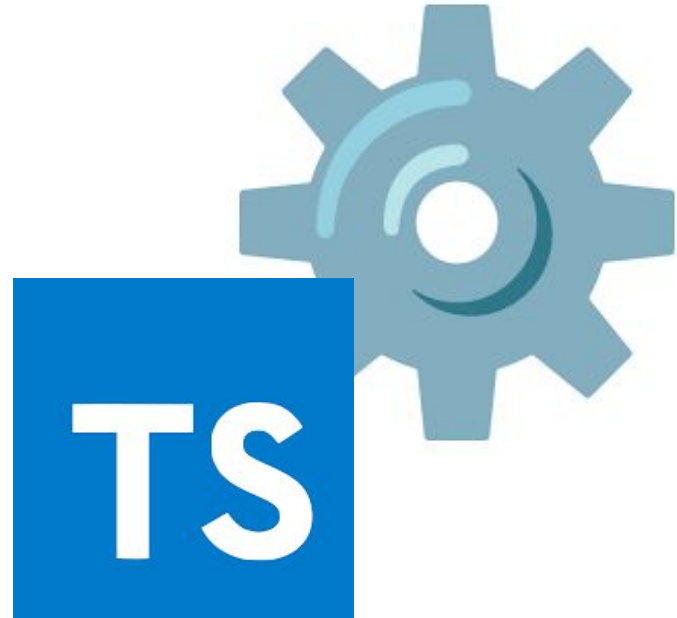
```
npm install -g typescript
```

# Setting up TypeScript

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Setting up a **TypeScript** compiled project:

```
npx tsc --init (tsconfig.json)  
npx tsc
```



# TSconfig.json:

- Is the configuration file for the compiler.
- Sets all the options before compiling (npx tsc)
- Example basic tsconfig.json:



```
{
  "compilerOptions": {
    "module": "commonjs",
    "target": "es6",
    "noImplicitAny": true,
    "moduleResolution": "node",
    "sourceMap": true,
    "outDir": "dist",
    "baseUrl": ".",
    "paths": {
      "**": [
        "node_modules/*"
      ]
    }
  },
  "include": [
    "src/**/*"
  ]
}
```

# ESLint para TypeScript:



- ESLint support typescript code.
- For setting in the project:

```
npm install --save-dev eslint @typescript-eslint/parser @typescript-eslint/eslint-plugin  
npx eslint --init
```

- Generates **.eslint.json**
- Add to **package.json**:

```
"lint": "eslint . --ext .ts"
```

- Execute the Linter:

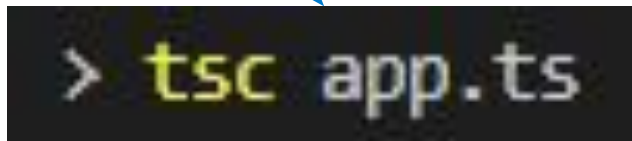
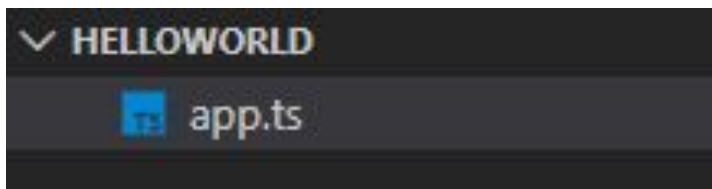
```
npm run lint
```

```
{  
  "env": {  
    "browser": true,  
    "commonjs": true,  
    "es2021": true  
  },  
  "overrides": [  
  ],  
  "parser": "@typescript-eslint/parser",  
  "plugins": [  
    "@typescript-eslint"  
  ],  
  "extends": [  
    "eslint:recommended",  
    "plugin:@typescript-eslint/eslint-recommended",  
    "plugin:@typescript-eslint/recommended"  
  ],  
  "rules": {  
    "no-console": 2  
  }  
}
```

# Setting up TypeScript

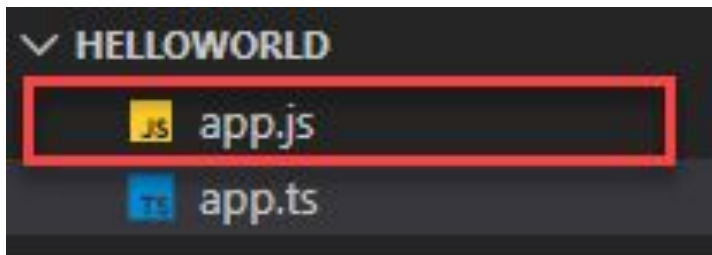
---

Using the **TypeScript** compiler:



```
> tsc app.ts
```

A terminal window showing the command to compile the TypeScript file.

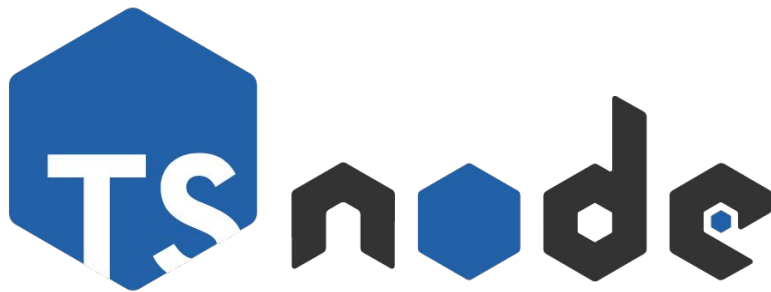


TypeScript  
Compiler

# Setting up TypeScript

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TypeScript node:




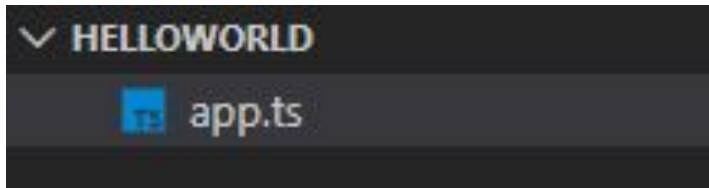
- Recommended option
- Doesn't need compiling
- Can interpret **TypeScript** directly

```
npm install -g ts-node
```

# Setting up TypeScript

---

Using **TypeScript** node:



```
> ts-node app.ts
```





# Hello World example:

---

TypeScript  
Compiler



# Declaring types:

---

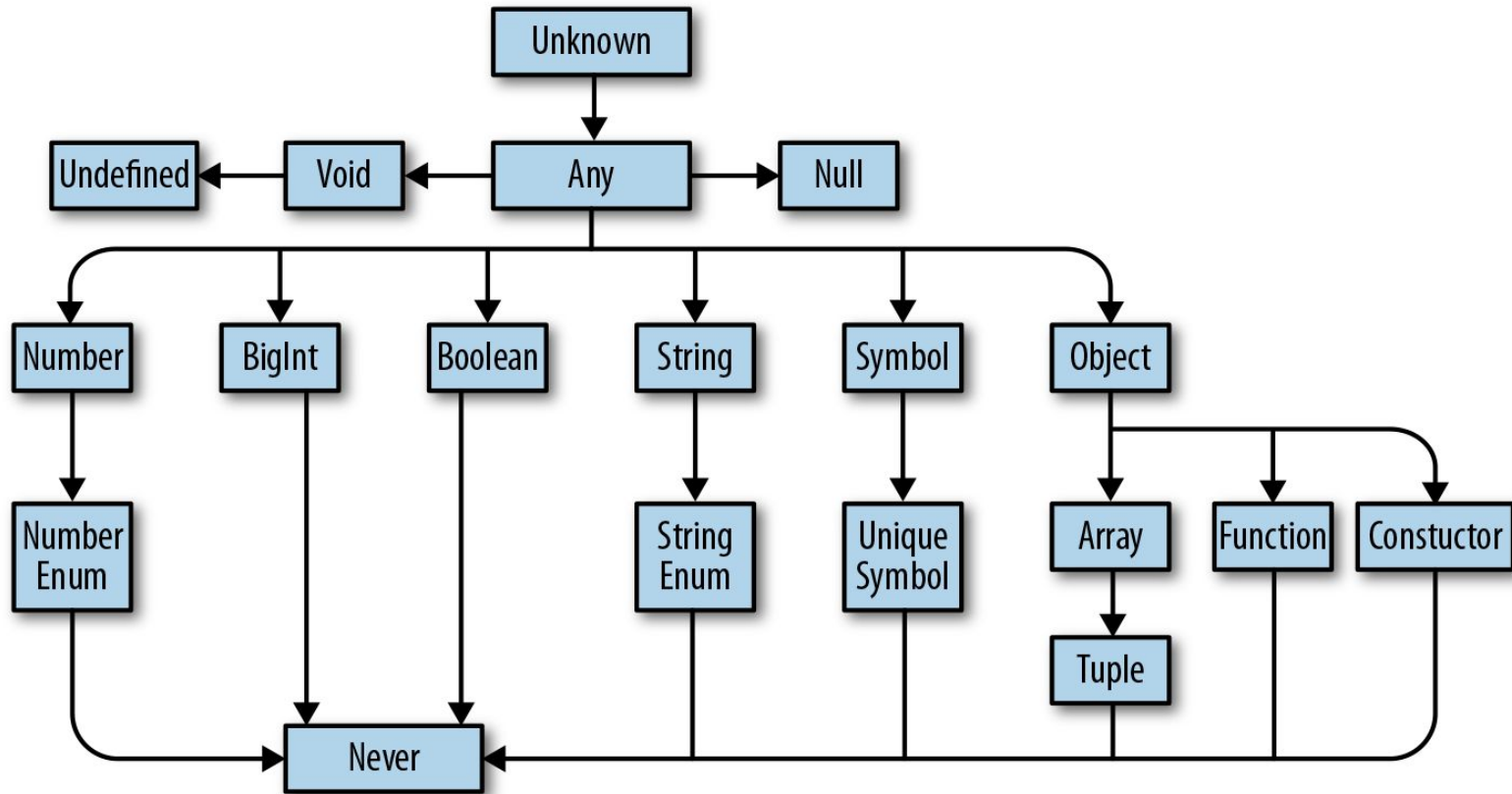
```
let variable: string = "hello";  
let anotherVariable: number = 5;  
let arrayVariable: number[] = [1, 2, 7];
```

---

```
let variable: number | string  
variable = 10; // Fine  
variable = "Hello" // Also fine  
variable = false; // Nope
```

# Types in TypeScript:

---



# Number:

---

```
let decimal: number = 6;  
let floatingPoint: number = 1.19982  
let hex: number = 0xf00d;  
let binary: number = 0b1010;  
let octal: number = 0o744;
```

- Floating point
- Base 2, 8, 10...

# BigInt:

---

```
let big: bigint = 100n;
```

- Bigger than number

# Boolean:

---

```
let trueBoolean: boolean = true;  
let falseBoolean: boolean = false;
```

- Either true or false

# String:

---

```
let age: number = 15;
```

```
let color: string = "blue";
```

```
let sentence: string = `Hello, I'm ${age} years old and my favourite color is ${color}`
```

# Array:

---

```
let listA: number[] = [1, 2, 3];
```

```
let listB: Array<number> = [1, 2, 3];
```

- Values have to be the same type

# Tuple:

---

```
let tuple: [number, string, boolean] = [10, "hello", true];
```

- Can have different types
- Types need to be declared



# Unknown:

---

```
1 let notSure: unknown = 4;  
2 notSure = "maybe a string instead";  
3  
4 // OK, definitely a boolean  
5 notSure = false;
```

- Can be anything
- Can change at any moment

# Any:

---

```
let anyVariable: any = 4;  
// OK, someProperty might exist at runtime  
anyVariable.someProperty();  
// OK, toFixed exists (but the compiler doesn't check)  
anyVariable.toFixed();
```

```
let unknownVariable: unknown = 4;  
unknownVariable.toFixed();
```

```
let unknownVariable: unknown
```

```
'unknownVariable' is of type 'unknown'
```

- Same as unknown
- But allows you to check for properties

# Void:

---

```
function voidFunction(): void {  
  console.log("This function returns nothing");  
}
```

- Nothing
- Used for variables without value like function returns

# Null and Undefined:

---

```
// Not much else we can assign to these variables!  
let u: undefined = undefined;  
let n: null = null;
```

- Null and Undefined have their own type

# Never:

---

```
// Function returning never must not have a reachable end point
```

```
function error(message: string): never {  
    throw new Error(message);  
}
```

```
// Inferred return type is never
```

```
function fail() {  
    return error("Something failed");  
}
```

```
// Function returning never must not have a reachable end point
```

```
function infiniteLoop(): never {  
    while (true) {}  
}
```

– Represents values  
that never happen

# Optional/Default parameters:

---

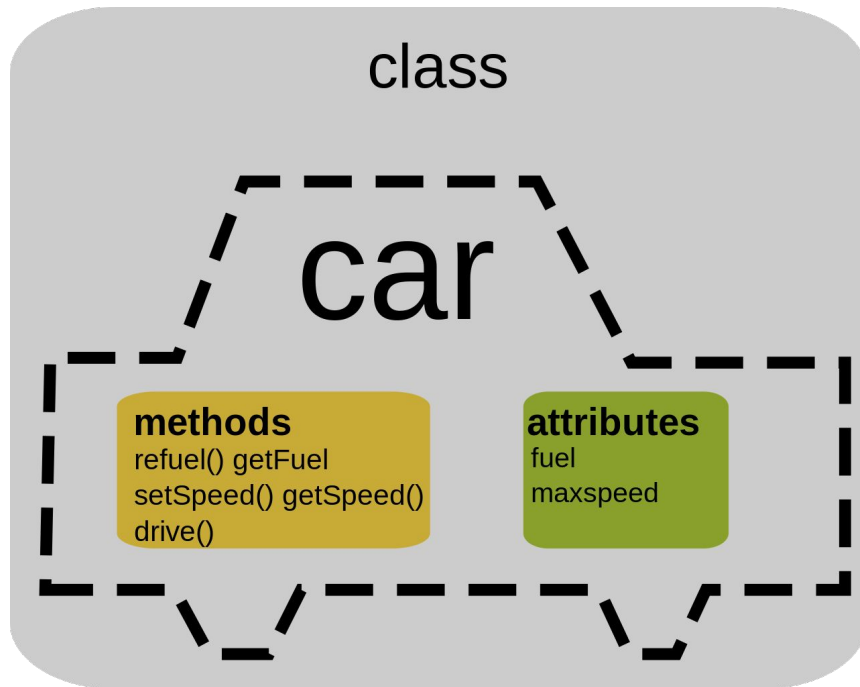
Functions in TS can have optional and default parameters

```
function optionalParameterFunction(neededParameter: number, optionalParameter?: number): void {  
    // some code  
    return;  
}  
  
function defaultParameterFunction(neededParameter: string, defaultParameter: number = 10): void {  
    return;  
}
```

# Classes:

---

- TS lets you create fully fledged classes
- You can specify types
- You can define attributes and methods.
- There's class inheritance.
- You can define abstract classes & methods.



# Classes:

```
class Person {
  private firstName: string;
  private readonly lastName: string;
  private age: number;

  constructor(firstName: string, lastName: string, age: number) {
    this.firstName = firstName;
    this.lastName = lastName;
    this.age = age;
  }

  public getFullName(): string {
    return `${this.firstName} ${this.lastName}`;
  }

  public changeLastName(lastName: string): void {
    this.lastName = lastName; // This will give an error
    return;
  }

  protected getAge(): number {
    return this.age;
  }
}

const person = new Person("Pedro", "Piqueras", 67);
console.log(person.getFullName());
```

Example of a class:



# Classes: Static Method

---

- The static members are accessed using the class name
- Don't need to instantiate an object to use it.

```
class Circle {  
    static pi: number = 3.14;  
    static calculateArea(radius: number) {  
        return this.pi * radius * radius;  
    }  
}  
  
Circle.pi; // returns 3.14  
Circle.calculateArea(5); // returns 78.5
```

# Classes: Inheritance

---

↓ Example of inheritance:

```
class Employee extends Person {  
  private jobTitle: string;  
  
  constructor(firstName: string, lastName: string, age: number, jobTitle: string) {  
    // Calls the constructor of the Person class:  
    super(firstName, lastName, age);  
    this.jobTitle = jobTitle;  
  }  
  
  describe(): string {  
    return `I'm a ${this.jobTitle}, my name is ${super.getFullName()} and I'm ${super.getAge()}`;  
  }  
}
```

# Classes: Overrides

---

## Method overriding:

```
class Employee extends Person {  
    private jobTitle: string;  
  
    constructor(firstName: string, lastName: string, age: number, jobTitle: string) {  
        // Calls the constructor of the Person class:  
        super(firstName, lastName, age);  
        this.jobTitle = jobTitle;  
    }  
  
    public changeLastName(lastName: string): void {  
        console.log("I'm sorry but changing the last name of an employee is not allowed");  
        return;  
    }  
}
```

# Classes: Abstracts

```
abstract class Vehicle {  
  protected kilometers: number;  
  private brand: string;  
  private model: string;  
  
  constructor(kilometers: number, brand: string, model: string) {  
  }  
  
  abstract getQuality(): number;  
  
  get carInfo(): string {  
    return `${this.brand} ${this.model}, ${this.kilometers}km`;  
  }  
}  
  
let myCar = new Vehicle(87000, 'Volkswagen', 'Tiguan'); // You can't create instances of abstract classes
```

Abstract classes:

```
class Car extends Vehicle {  
  
  constructor(kilometers: number, brand: string, model: string) {  
    super(kilometers, brand, model)  
  }  
  
  getQuality(): number {  
    return this.kilometers * 0.1;  
  }  
}  
  
let volksCar = new Car(87000, 'Volkswagen', 'Tiguan');
```

# Data Structuring (Types):

---

- Create your aliases for complex types.
- Reuse them in all your code.
- Better for clean code.
- restricts the object type.

```
type operator = {  
  firstValue: number;  
  secondValue: number;  
}
```

# Data Structuring(Interface)

---

- Create your aliases for complex types.
- Reuse them in all your code.
- Better for clean code.
- restricts the object type.

```
interface operator | {  
  firstValue: number;  
  secondValue: number;  
}
```

# Data Structuring(Interface/types)

---

```
interface operator {  
  firstValue: number;  
  secondValue: number;  
}
```

===

```
type operator = {  
  firstValue: number;  
  secondValue: number;  
}
```



# Data Structuring(Interface/types)

---

```
interface operator | {  
  firstValue: number;  
  secondValue: number;  
}
```

=  =

```
type operator = {  
  firstValue: number;  
  secondValue: number;  
}
```



# Data Structuring(Interface)

---

- Interface can **Extend** the Data structure in any moment, type is a strict data structure.

```
interface Door {  
  width: number;  
  height: number;  
}
```

```
interface Door {  
  material: string;  
}
```

```
let windowOne :Door = { width: 12, height: 12 , material: "acero"};  
  
console.log(windowOne);
```

# Generics (Templates):

---

- They don't exist in JavaScript
- They are a “template” for code.
- They serve to optimize the code, avoiding duplicates in functions.
- Safer than using an ‘any’ parameter for the function

```
generics.ts / ...  
//generic function  
function display<template>(value: template): template {  
  console.log(value);  
  return value;  
}
```

# Generics (for functions):

---

Example:

```
function getRandomElement<type>(items: type[]): type {  
    let randomIndex = Math.floor(Math.random() * items.length);  
    return items[randomIndex];  
}  
  
let array: number[] = [3, 5, 6, 8]  
let result = getRandomElement<number>(array);  
console.log(result);
```

# Generics (for interfaces):

---

Example:

```
//Generic Interface
```

```
...
```

```
interface GenericInterface<T, U> {
```

```
    key: T;
```

```
    value: U;
```

```
}
```

```
let kv1: GenericInterface<number, string> = { key:1, value:"P" };
```

```
let kv2: GenericInterface<number, number> = { key:1, value:12345 };
```

# Generics (for classes):

---

Example:

```
class GenericClass<T,U> {  
    valOne: T;  
    valTwo: U;  
  
    constructor(valOne: T, valTwo: U) {  
        this.valOne = valOne;  
        this.valTwo = valTwo;  
    }  
}  
  
const objectOne = new GenericClass<number,number>(1,1);  
const objectTwo = new GenericClass(2,"pepe");
```