1. Try the following Typescript features:
2. Types
3. union types and intersection types
4. Function with typed arguments and return type.
5. Enum in typescript
6. Interfaces & classes & inheritance
7. Generics
8. Modules

2-Create class point2D that has x and y and then create constructor in the class and then implement method to calculate length between two points .

And calculate length as following mathematic operation:

E:\ITI Courses\TypeScript\1.PNG

3- Make class point3D inherit class point2D and class point3D has z point and then calculate length with three points.