

# TypeScript: Coding JavaScript without the Pain



Agus Kurniawan

Microsoft MVP Data Platform

# Agus Kurniawan

- Lecturer, Researcher and IT Consultant
- Networking, Security System, Machine learning, and Embedded System
- Sigma Balicamp, Intimedia, Astra International, Hewlett-Packard
- Franhoufer, Samsung R&D Indonesia Institute
- Faculty of Computer Science, Universitas Indonesia
- Freie Universität Berlin, Germany
- Author of several computer books (200+)
- Microsoft Most Valuable Professional (MVP) – 16 years in a row
- <https://www.linkedin.com/in/agusk/> and @agusk2010



# Outline

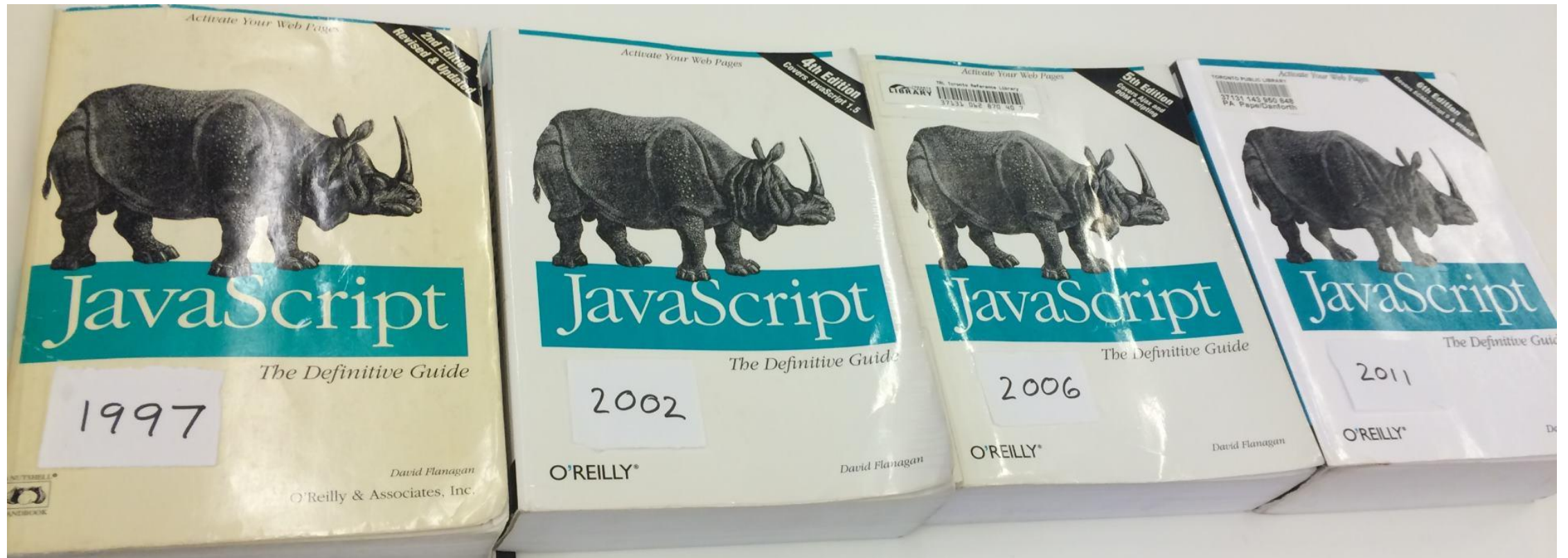
- What is TypeScript?
- What is the problem in JavaScript
- Walkthrough: TypeScript
- Q&A

# What is TypeScript?

- Free and open source, strongly supported by Microsoft
  - Based on ecma script 4 + ecma script 6
  - Created by the father of C# Anders Hejlsberg
  - A superset of JavaScript
- 
- To answer why we need JavaScript+, we need to understand what's wrong with vanilla JavaScript

# What is the problem

- Why do people hate working in JavaScript?



# Problem - dynamic types

- Variables are untyped and dynamic. They are flexible
- Bad because it is so easy to get wrong
- `var x = 1; var y = x + 1;`  
// OK, type is inferred. can assume x and y are both numbers.
- `var x = 1; x = "hello";`  
// NOT OK, type is mixed up. We can't assume what type is x.
- // I am most guilty too - `var i, j, k, x, y, z, a, b, c, i1, i2;`  
// JS is interpreted. There are no design-time intellisense or compile-time assistance to help you point out errors

# Problem - scope

- JavaScript's scope looks like C#, but does not work at a block level. It is at the function level.
- It is so easy to get wrong

```
var i = 1;
if (i == 1) {
    var i = 2;
}
var y = function { var i = 3; }
```



# Problem - object inheritance is hard

- Based on object extension. Not class inheritance (at a syntax level)

```
var animal = {  
    var name;  
};  
  
var cat = jQuery.extend( animal,  
    var claw = function() { /*claw*/ }  
);
```

- //Syntax complicated, so nobody really does it.

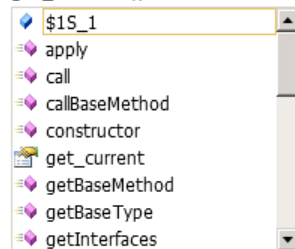


# Problem - multiple files

- Last problem for today.
- JavaScript doesn't understand multiple files.
- VS.NET helps with <reference>, but doesn't help you check the correctness of your reference code

```
/// <reference path="C:\Program Files\Common Files\Microsoft Shared\Web Server Extensions\14\TEMPLATE\LAYOUTS\MicrosoftAjax.js" />  
/// <reference path="C:\Program Files\Common Files\Microsoft Shared\Web Server Extensions\14\TEMPLATE\LAYOUTS\SP.debug.js" />  
ExecuteOrDelayUntilScriptLoaded(test, "sp.js");
```

```
function test() {  
    this.ClientContext = SP.ClientContext.get_current();  
}
```



# Walkthrough: TypeScript

Q&A