

TypeScript!

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JavaScript that scales.

TypeScript is a typed superset of JavaScript that compiles to plain JavaScript.

TypeScript

```
// JavaScript, types are implicit  
const add = (a, b) => a + b
```

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```
const add = (a, b) => a + b
```

// TypeScript, types are explicit

```
const add = (a: number, b: number): number => a + b
```

Why Types?

- Catch bugs
- Catch bugs (earlier)
- Documentation & productivity
- GraphQL has a type system
- Refactoring

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- **Refactoring**



Java?

```
public class Main {  
    public static void main(String[] args) {  
        int number1 = 10;  
        String message = new String("Hello World! ");  
        System.out.println(message + number1);  
    }  
}
```




```

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```

[ts]
 Type '{ a: { b: { c: number; }; }; }' is not assignable to type 'Foo'.
 Types of property 'a' are incompatible.
 Type '{ b: { c: number; }; }' is not assignable to type '{ b: { c: string; }; }'.
 Types of property 'b' are incompatible.
 Type '{ c: number; }' is not assignable to type '{ c: string; }'.
 Types of property 'c' are incompatible.
 Type 'number' is not assignable to type 'string'.

```

const foo: Foo =
    { a: { b: { c: 10000 } } }

type Foo =
    { a: { b: { c: string } } }

```

TypeScript 2.8

```

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```

[ts] Type 'number' is not assignable to type 'string'.
 • `foo.ts(22, 17)`: The expected type comes from property 'c' which is declared here on type '{ c: string; }'

```

const foo: Foo = (property) c: string
    { a: { b: { c: 10000 } } }

type Foo =
    { a: { b: { c: string } } }

```

TypeScript 3.0

Types are all the rage

typing — Support for type hints ¶

New in version 3.5.

Source code: [Lib/typing.py](#)

Note: The typing module has been included in the standard library on a [provisional basis](#). New features might be added and API may change even between minor releases if deemed necessary by the core developers.

This module supports type hints as specified by [PEP 484](#) and [PEP 526](#). The most fundamental support consists of the types [Any](#), [Union](#), [Tuple](#), [Callable](#), [TypeVar](#), and [Generic](#). For full specification please see [PEP 484](#). For a simplified introduction to type hints see [PEP 483](#).

The function below takes and returns a string and is annotated as follows:

```
def greeting(name: str) -> str:
    return 'Hello ' + name
```

In the function `greeting`, the argument `name` is expected to be of type `str` and the return type `str`. Subtypes are accepted as arguments.

```
1 class A
2   sig(foo: Integer).returns(String)
3   def bar(foo)
4     foo.to_s
5   end
6 end
7
8 def main
9   A.new.barr(91)
10 end
```

```
<ruby>:9: Method barr does not exist on A
```

```
9 | A.new.barr(91)
  | ^^^^^^^^^^^
```

```
<ruby>:3: Did you mean: bar?
```

```
3 | def bar(foo)
  | ^^^^^^^^^
```

Matz: Yeah

the third major goal of the Ruby 3 is adding some kind of static typing while keeping the duck typing so some kind of structure for soft-typing or something like that.

-- Ruby 3x3: Matz Koichi and Tenderlove on the future of Ruby Performance

TypeScript  PURESCRIPT



Why TypeScript?

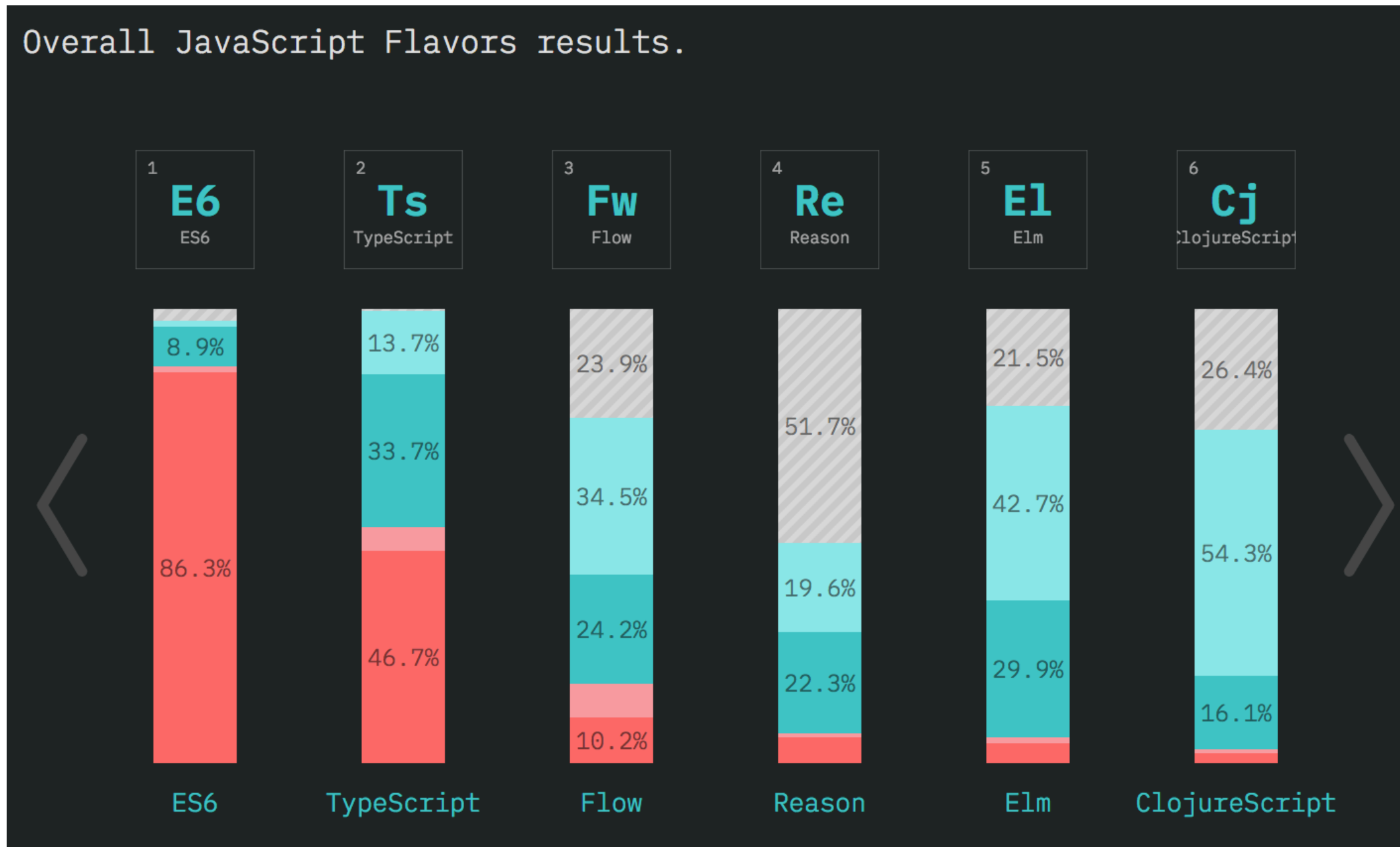
TypeScript  PURESCRIPT



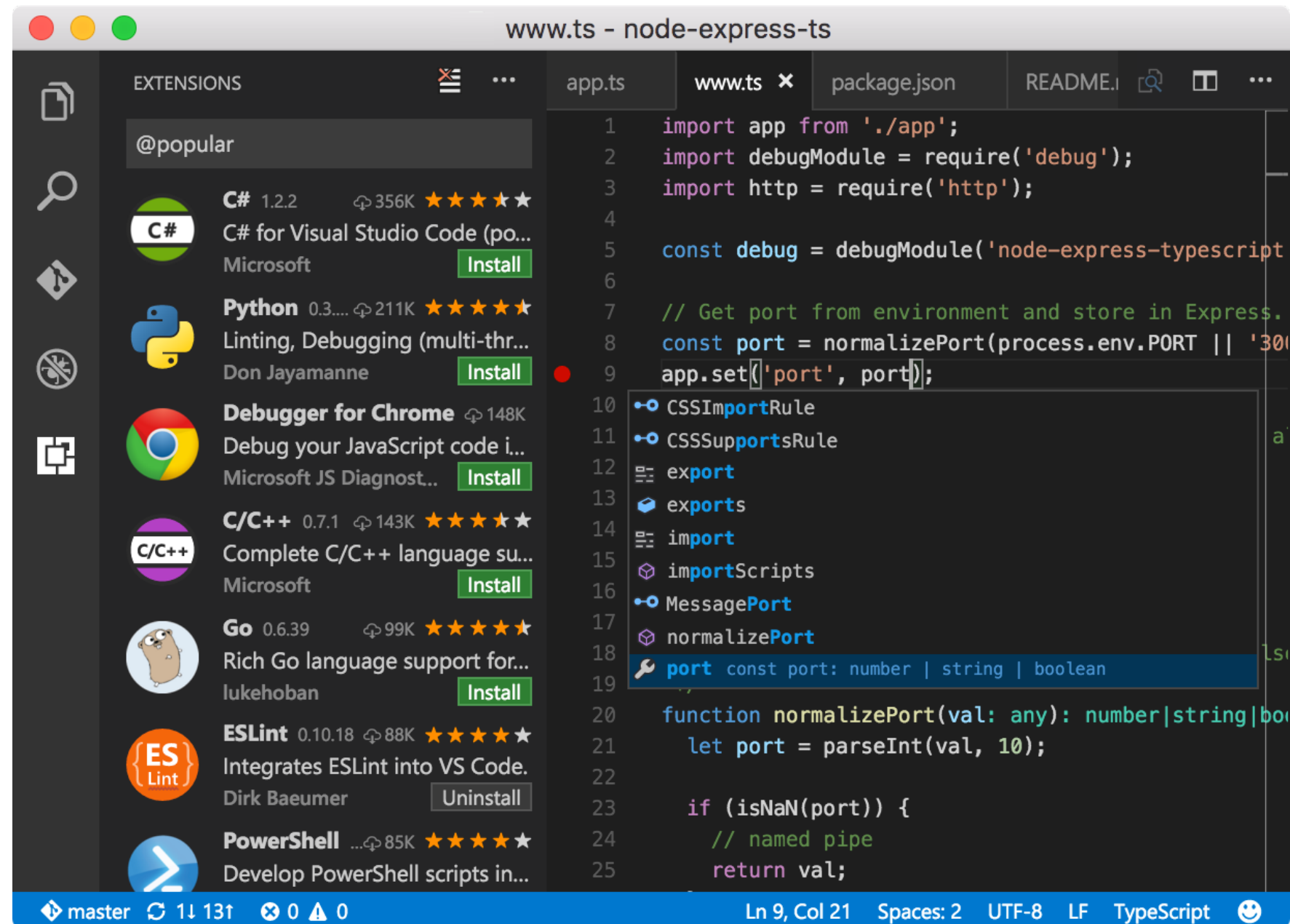
Gradual Adoption Story

- All JS is valid TS!
- Rename *.js -> *.ts{x}
- Introduce types for libraries
- Dial up the strictness (towards --strict mode)
 - noImplicitAny
 - strictNullChecks
 - strictFunctionTypes

Community Adoption

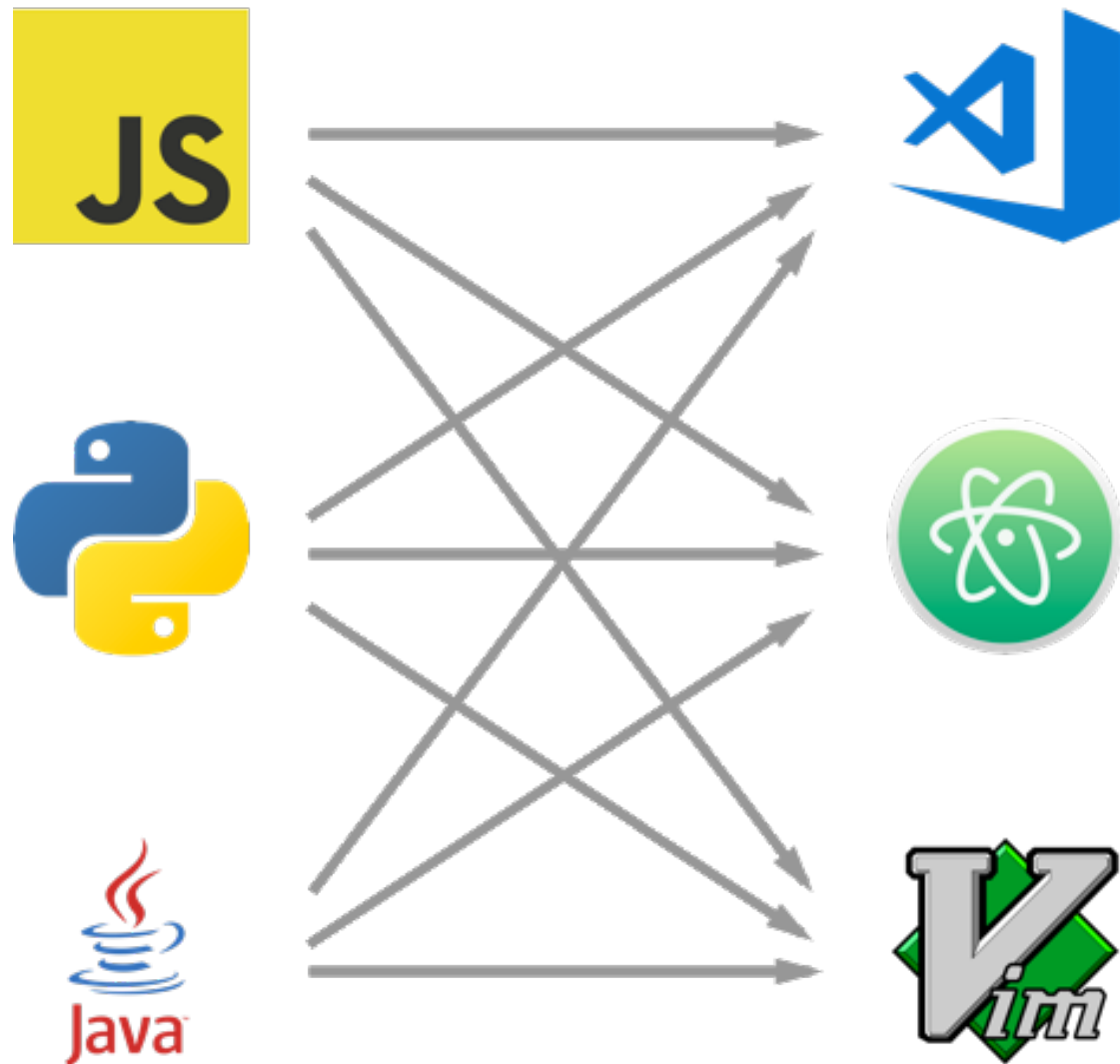


Tooling!

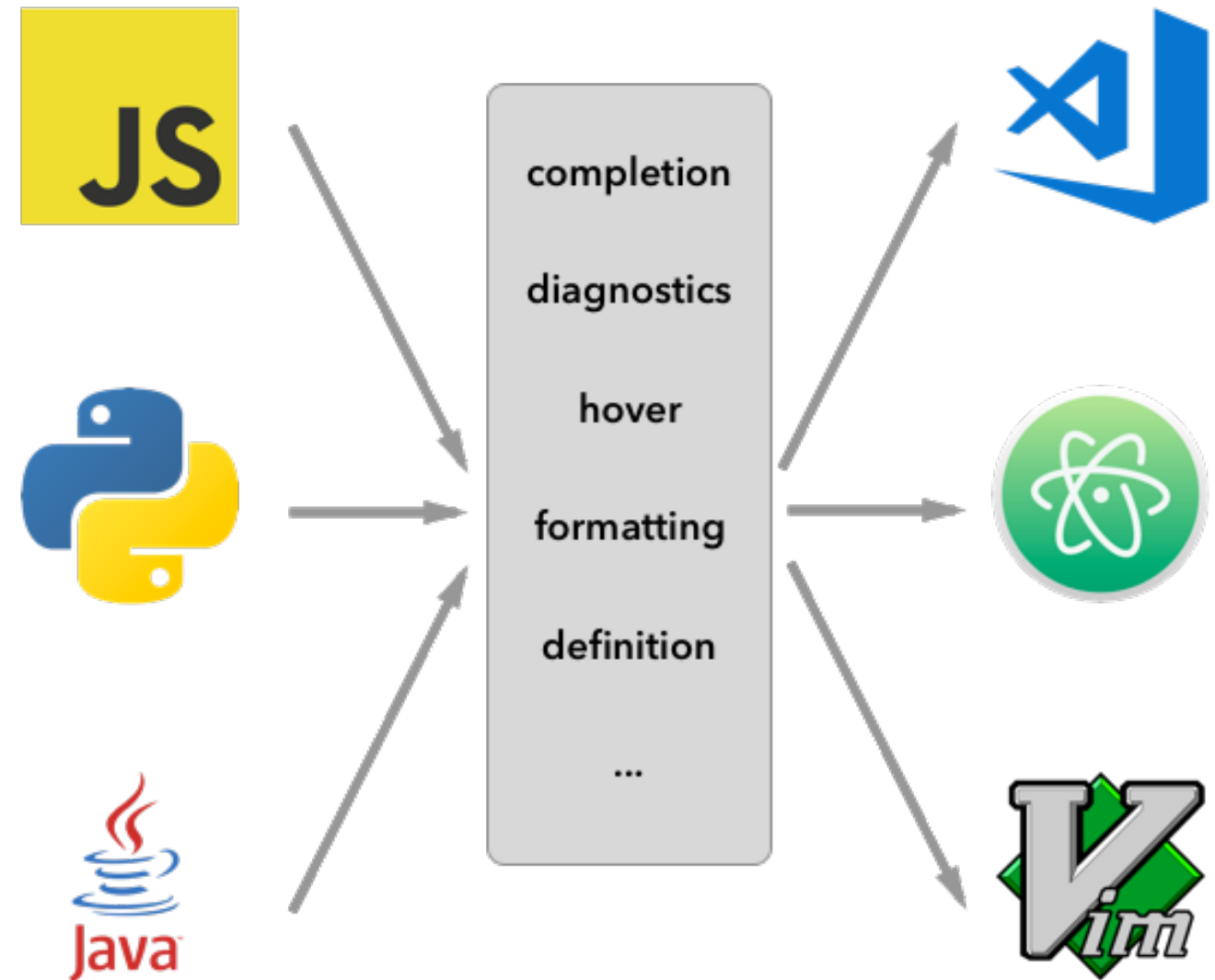


Language Server

NO LSP



LSP



Library Support

- Apollo & formik are authored in TypeScript
- React very well supported

How to get started

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