



TYPESCRIPT CONCEPTS FOR EVERY FRONT-END DEVELOPER(ANGULAR, REACT ETC...)

FUNDAMENTALS

1. What is typescript?
2. What makes difference from JavaScript?
3. Variable declaration.
4. Data types.
5. Explain about Enum and Interface?
6. Type Assertions/Extension methods.
7. Arrow functions.
8. Functions with parameters and parameterless.
9. Optional parameters in functions.
10. Concatenation of more than one string in different ways.
11. Classes.
12. Objects.
13. Constructors
14. Access Modifiers.
15. Access Modifiers in Constructor Parameters.
16. Properties.
17. Modules.
18. Inheritance

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