

# **TypeScript Fundamentals – Beginner Guide**

**For JavaScript Developers**

# Chapter 1: Introduction to TypeScript

TypeScript is a typed superset of JavaScript that compiles to plain JavaScript. It adds optional static typing and supports modern JavaScript features.

## Basic Example

```
let message: string = "Hello TypeScript";  
console.log(message);
```

## Chapter 2: Installation & Setup

To use TypeScript, install Node.js and then TypeScript via npm. You can compile TypeScript files using 'tsc' or run directly with 'ts-node'.

### Setup Example

```
npm install -g typescript  
tsc --init  
tsc index.ts  
node index.js
```

## Chapter 3: Basic Types

TypeScript provides static typing for variables using types like `string`, `number`, `boolean`, `any`, and `void`.

### Type Example

```
let name: string = "John";  
let age: number = 25;  
let isActive: boolean = true;
```

## Chapter 4: Arrays & Tuples

TypeScript supports typed arrays and fixed-length tuples with specified element types.

### Array & Tuple Example

```
let numbers: number[] = [1, 2, 3];  
let user: [string, number] = ["Alice", 30];
```

## Chapter 5: Enums

Enums allow you to define a set of named constants, either numeric or string-based.

### Enum Example

```
enum Color {  
    Red,  
    Green,  
    Blue  
}  
let c: Color = Color.Green;
```

## Chapter 6: Functions

Functions in TypeScript can have typed parameters and return values. Optional and default parameters are also supported.

### Function Example

```
function add(a: number, b: number): number {  
    return a + b;  
}  
console.log(add(5, 10));
```

## Chapter 7: Interfaces & Types

Interfaces define the structure of an object. Type aliases allow alternative names for types.

### Interface Example

```
interface Person {  
  name: string;  
  age: number;  
}  
let user: Person = { name: "John", age: 25 };
```



## Chapter 8: Classes & Access Modifiers

TypeScript supports object-oriented programming with classes, constructors, and access modifiers like public, private, and protected.

### Class Example

```
class Car {  
    private model: string;  
    constructor(model: string) {  
        this.model = model;  
    }  
    drive() {  
        console.log(this.model + " is driving");  
    }  
}  
let car = new Car("Toyota");  
car.drive();
```

## Chapter 9: Generics

Generics provide a way to create reusable components by allowing types as parameters.

### Generic Example

```
function identity<T>(arg: T): T {  
    return arg;  
}  
console.log(identity<string>("Hello"));
```

## Chapter 10: Modules

Modules organize code by splitting it across multiple files using `export` and `import` keywords.

### Module Example

```
export const PI = 3.14;  
// In another file: import { PI } from "./module";
```

## Chapter 11: TypeScript in React & Node

TypeScript integrates with React using .tsx files and works in Node with type definitions.

### React Example

```
type ButtonProps = { label: string };
const Button = ({ label }: ButtonProps) => {
  return <button>{label}</button>;
};
```

## Final Exercises

1. Build a Todo app using classes and interfaces.
2. Create a generic API response handler function.
3. Define a User interface and implement it in a class.
4. Create and import a module with a utility function.
5. Build a shopping cart using enums and tuples.