

1-)Re-write the following code using TypeScript. Try to be as explicit as possible and add Types to everything you can. When you are done, transpile the TS code to JS code and inspect the JS code.

```
function University(name, dept) {
    this.name = name;
    this.dept = dept;
    this.graduation = function(year) {
        console.log(`Graduating ${this.dept} ${year} students`);
    }
}
var miu = new Univeristy("MIU", "Computer Science");
miu.graduation(2019);
```

2-)Re-write the following code using TypeScript. Try to be as explicit as possible and add Types to everything you can. When you are done, transpile the TS code to JS code and inspect the JS code.

```
let bankAccount = {
    money: 2000,
    deposit(value) {
        this.money += value;
    }
};
let myself = {
    name: "Asaad",
    bankAccount: bankAccount,
    hobbies: ["Violin", "Cooking"]
};

myself.bankAccount.deposit(3000);
console.log(myself);
```

3-)Re-write the following code using TypeScript Class syntax. Try to be as explicit as possible and add Types to everything you can. When you are done, transpile the TS code to JS code and inspect the JS code.

```
function Car(name) {
    this.name = name;
    this.acceleration = 0;
    this.honk = function() {
        console.log(`${this.name} is saying: Tooooooooooot!`);
    };
    this.accelerate = function(speed) {
        this.acceleration = this.acceleration + speed;
    };
}
```

```

    }
}
var car = new Car("BMW");
car.honk(); // BMW is saying: Tooooooooooot!
console.log(car.acceleration); // 0
car.accelerate(60);
console.log(car.acceleration); // 60

```

4-)Re-write the following code using TypeScript Class syntax. Try to be as explicit as possible and add Types to everything you can. When you are done, transpile the TS code to JS code and inspect the JS code.

```

var baseObject = {
    width: 0,
    length: 0
};
var rectangle = Object.create(baseObject);

rectangle.width = 5;
rectangle.length = 2;

rectangle.calcSize = function() {
    return this.width * this.length;
};

console.log(rectangle.calcSize()); // 10

```

Use the link to submit your assignment: <https://classroom.github.com/a/ZjMPYpkR>