TypeScript Modules

Short about modules

Motivation

A basic understanding of modules is helpful for all frameworks.

There are three main things to consider when writing module-based code in TypeScript:

- **Syntax**: What syntax do I want to use to import and export items?
- Module Resolution: What is the relationship between module names (or paths) and files on disk?
- Module Output Target: What should my emitted JavaScript module look like?

ES-Module syntax export with default:

```
1 // @filename: hello.ts
2 export default function helloWorld() {
3 console.log("Hello, world!");
4 }
```

And import via:

```
import helloWorld from "./hello.js";
helloWorld();
```

ES-Module syntax export and omitting default exports:

```
1 // @filename: maths.ts
2 export var pi = 3.14;
3 export let squareTwo = 1.41;
4 export const phi = 1.61;
5
6 export class RandomNumberGenerator {}
7
8 export function absolute(num: number) {
9   if (num < 0) return num * -1;
10   return num;
11 }</pre>
```

```
1 import { pi, phi, absolute } from "./maths.js";
2
3 console.log(pi);
4 const absPhi = absolute(phi);
```

Addition "old" as "new:

```
1 import { pi as π } from "./maths.js";
```

ES-Module mixed:

```
1 // @filename: maths.ts
2 export const pi = 3.14;
3 export default class RandomNumberGenerator {}
4
5 // @filename: app.ts
6 import RandomNumberGenerator, { pi as π } from "./maths.js";
```

ES-Module syntax export with a single namespace:

```
1 // @filename: app.ts
2 import * as math from "./maths.js";
3
4 console.log(math.pi);
5 const positivePhi = math.absolute(math.phi);
```

Well done!

We can now continue with more advanced topics.

CommonJS Syntax (most used by npm):

```
1 function absolute(num: number) {
2   if (num < 0) return num * -1;
3   return num;
4 }
5
6 module.exports = {
7   pi: 3.14,
8   squareTwo: 1.41,
9   phi: 1.61,
10   absolute,
11 };</pre>
```

```
1 const maths = require("./maths");
2 maths.pi;
```

Or:

```
1 const { squareTwo } = require("./maths");
2 squareTwo;
```

Enc

That was all for this chapter