Way to go! You have *advanced* through this entire lesson. No one will *object* to your superior TypeScript knowledge. Here’s an overview of what we learned:

* We can use both interface and type keywords to declare types.
* interface is great for typing objects, especially within object-oriented programs.
* We can apply an interface on a class using the implements keyword.
* Object types can be nested infinitely.
* We can define multiple types and compose them together to organize our code and make it more flexible.
* We can copy the type members of one interface into another using the extends keyword.
* We can define variable property names within an object type with an *index signature*. An index signature uses syntax like: [propertyName: string]: string.
* It’s possible to make some type members optional, using the ? operator. The syntax looks like name?: string.

Use the code editor to polish your understanding of typing objects in TypeScript.