

## Recalling S01

### - Introduction to System Design : goal : SnM systems

- LLD
- HLD
- OOPS

- ts - what, installation, working, why

- compilation vs transpilation

- Run-time vs Compile time error

- Examples : Netflix, Github (VCS) etc.

- Types : string, number, boolean, object, []

- any, unknown, void, null

- null : absence of value (variable)

  - variables

- void : function with no return value

  - variables / function

  - function `sum (a : number, b : any) : number{  
}`

`sum(2,3)`

- any & unknown

  - any : to skip the data type, data type can be any

  - unknown : data type is unknown, know the data type then apply the operations

## Object Oriented Programming

- why ts?
- concepts
- other languages?
- any paradigm of language? Functional Programming

## Object?

- js object vs class object
- Real life object : Marker
  - Whiteboard marker
  - to write
- Person
  - name
  - job
- Car
  - type
  - colour
  - transport