Chatper 1 – Types

1. What is Typescript?
   1. TypeScript is a programming language that adds *types* to JavaScript
   2. Allows us to write JavaScript with a set of tools called a *type system* that can spot potential bugs in, clarify the structure of, and help refactor our code
   3. Added newer JavaScript language features, such as arrow functions and classes, years before they were added to JavaScript officially
2. Type Inferences
   1. JavaScript allows us to assign any value to any variable.
   2. In typescript, variable can never be assigned to variable with different data type
   3. TypeScript recognizes JavaScript’s built-in “primitive” data types
      1. Boolean
      2. Number
      3. Null
      4. String
      5. Undefined

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| --- |
| let aged = true;  let realAge = 0;  if (aged) {  realAge = 4;  }  let dogAge = realAge \* 7;  console.log(`${dogAge} years`); |

1. Type Shapes
   1. It also knows what shapes our object adheres to
   2. Also knows what properties and methods it does or doesn’t contain

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| --- |
| let firstName = 'muriel!';  console.log(firstName.toUpperCase());  console.log(firstName.length); |

1. Any
   1. Is data type that is assigned when a variable is declared without being assigned an initial value
   2. TypeScript won’t give an error if they’re reassigned to a different type later on.

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| let onOrOff;    onOrOff = 1;  onOrOff = false; |

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| let guess;  guess = "red";  guess = 1; |

1. Variable Type Annotations
   1. provide a type annotation by appending a variable with a colon (:) and the type

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| let mustBeAString : string;  mustBeAString = 'Catdog';    mustBeAString = 1337;  // Error: Type 'number' is not assignable to type 'string' |

Exercise

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| --- |
| let phoneNumber: string;  if (Math.random() > 0.5) {  phoneNumber = '+61770102062';  } else {  phoneNumber = '7167762323';  } |

Quiz