Chapter 3 – Complex Types

1. Introduction
   1. TypeScript makes it very easy to keep track of element types in arrays
   2. Manual type-checking is needlessly difficult and adds complications

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| let customersArray = ['Custy Stomer', 'C. Oostomar', 'C.U.S. Tomer', 3432434, 'Custo Mer', 'Custopher Ustomer', 3432435, 'Kasti Yastimeur'];  //Write Your Code here:  function checkCustomersArray() {  for (el of customersArray) {  if (typeof el != 'string') {  console.log(`Type error: ${el} should be a string!`);  }  }  }  function stringPush(val) {  if (typeof val != 'string') {  return;  }  customersArray.push(val);  } |

1. Array Type Annotations
   1. Type annotation for array types is fairly straightforward: [] after the element type
   2. Throw errors when elements of the wrong type are added

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| let names: string[] = ['Danny', 'Samantha'];  let names: string[] = ['Damien'];  names.push(666) // Type Error! |

* 1. Alternate - use the Array<T> syntax, where T stands for the type.

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| let names: Array<string> = ['Danny', 'Samantha']; |

Exercise

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| // Arrays:  let bestNumbers: number[] = [7,77,4];  let bestLunches: string[] = ['chicken soup', 'non-chicken soup'];  let bestBreakfasts: string[] = ['fasting', 'oatmeal', 'tamago kake gohan', 'any kind of soup'];  let bestBooleans: boolean[] = [true, false]; |

1. Multi-dimensional Arrays
2. Done using [][]

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| let arr: string[][] = [['str1', 'str2'], ['more', 'strings']]; |

Exercise

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| // Arrays:  let bestNumbers: number[] = [7,77,4];  let bestLunches: string[] = ['chicken soup', 'non-chicken soup'];  let bestBreakfasts: string[]= ['fasting', 'oatmeal', 'tamago kake gohan', 'any kind of soup'];  let bestBooleans: boolean[] = [true, false];  // Multidimensional Arrays:  let bestMealPlan: string[][] = [bestLunches, bestBreakfasts, ['baked potato', 'mashed potato']];  let bestBooleansTwice: boolean[][] = [bestBooleans, bestBooleans];  let numbersMulti: number[][][] = [ [[1],[2,3]], [[7],bestNumbers] ]; |

1. Tuples
   1. Tuple acts like arrays
      1. Has .length properties
      2. Can access element using [index]
      3. But can’t assign an array to a tuple variable

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| let tup: [string, string] = ['hi', 'bye'];  let arr: string[] = ['there','there'];  tup = ['there', 'there']; // No Errors.  tup = arr; // Type Error! An array cannot be assigned to a tuple. |

* 1. Tuple types specify both the lengths and the orders of compatible tuples, and will cause an error if either of these conditions are not met

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| let numbersTuple: [number, number, number] = [1,2,3,4]; // Type Error! numbersTuple should only have three elements.  let mixedTuple: [number, string, boolean] = ['hi', 3, true] // Type Error! The first elements should be a number, the second a string, and the third a boolean. |

Exericse

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| let favoriteCoordinates:[  number, number, string,  number, number, string, number];      favoriteCoordinates = [17, 45, 'N', 142, 30, 'E', -100];  favoriteCoordinates[6] = -6.825; |

1. Array Type Interface
   1. Typescript infers to type[] before tuple
   2. TypeScript can infer variable types from initial values and return statements

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| let examAnswers= [true, false, false];  examAnswers[3] = true; // No type error. |

* 1. We also get the same kind of type inference when we use the .concat() method
     1. **concatResult** as an array of numbers, not a tuple.

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| let tup: [number, number, number] = [1,2,3];  let concatResult = tup.concat([4,5,6]); // concatResult has the value [1,2,3,4,5,6]. |

Exercise

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| // Don't change this part:  let dogTup: [string, string, string, string] = ['dog', 'brown fur', 'curly tail', 'sad eyes'];  // Your code goes here:  let myArr = dogTup.concat("");  myArr[50] = "not a dog"; |

1. Rest Parameters
   1. Assigning types to [rest parameters](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Functions/rest_parameters) is similar to assigning types to arrays
      1. Here the rest parameters are, ‘h’, ‘h’, ‘H’, ‘H’, ‘H’, ‘H’, ‘!’

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| function smush(firstString, ...otherStrings){  let output = firstString;  for(let i = 0; i < otherStrings.length; i++){  output = output.concat(otherStrings[i]);  }  return output;  }  smush('a','h','h','H','H','H','!','!'); // Returns: 'ahhHHH!!'. |

* 1. The above is not safe.
     1. Allows other types in **otherStrings**
  2. Is made safe using typescript

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| function smush(firstString, ...otherStrings: string[]){  /\*rest of function\*/  } |

Exercise

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| function addPower(p: number, ...numsToAdd: number[]): number {  let answer = 0;  for(let i = 0; i < numsToAdd.length; i++){  answer += numsToAdd[i] \*\* p;  }  return answer;  }  addPower('a string', 4, 5, 6); |

1. Spread Syntax
   1. Assigning types to [rest parameters](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Functions/rest_parameters) is similar to assigning types to arrays
      1. Here the rest parameters are, ‘h’, ‘h’, ‘H’, ‘H’, ‘H’, ‘H’, ‘!’
   2. If not used, is awkward to read

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| gpsNavigate(40, 43.2, 'N', 73, 59.8, 'W', 25, 0, 'N', 71, 0, 'W') |

* 1. We can use tuple variables that represent the starting and ending coordinates to improve readability of code

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| let codecademyCoordinates: [number, number, string, number, number, string] = [40, 43.2, 'N', 73, 59.8, 'W'];  let bermudaTCoordinates: [number, number, string, number, number, string] = [25, 0 , 'N' , 71, 0, 'W'];  gpsNavigate(...codecademyCoordinates, ...bermudaTCoordinates);  // And by the way, this makes the return trip really convenient to compute too:  gpsNavigate(...bermudaTCoordinates, ...codecademyCoordinates);  // If there is a return trip . . . |

Exercise

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| function performDanceMove(moveName:string, moveReps:number, hasFlair:boolean):void{  console.log(`I do the ${moveName} ${moveReps} times !`);  if(hasFlair){  console.log('I do it with flair!');  }  }  let danceMoves: [string, number, boolean][] = [  ['chicken beak', 4, false],  ['wing flap', 4, false],  ['tail feather shake', 4, false],  ['clap', 4, false],  ['chicken beak', 4, true],  ['wing flap', 4, true],  ['tail feather shake', 4, true],  ['clap', 4, true],  ];  for (let danceMove of danceMoves) {  performDanceMove(...danceMove);  } |