

## Day 9 Lab Sheet – Advanced JavaScript & TypeScript

### Objective

By the end of this lab, you will:

- Work with Promises and async/await
  - Handle errors using try...catch
  - Use debugging tools (console, debugger)
  - Write basic TypeScript code with types, interfaces, and classes
- 

### Task 1: Promise Basics

1. Create day9\_promise.html.
2. Inside <script>:

```
let myPromise = new Promise((resolve, reject) => {  
  setTimeout(() => {  
    resolve("Hello JavaScript (after 2 seconds)");  
  }, 2000);  
});
```

myPromise

```
.then(result => console.log(result))  
.catch(error => console.error(error));
```

✅ After 2 seconds → console shows: *Hello JavaScript*.

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### Task 2: Async/Await Fetch Example

1. Create day9\_async.html.
2. Add:

```
async function fetchPosts() {  
  try {  
    let response = await fetch("https://jsonplaceholder.typicode.com/posts");  
    let posts = await response.json();  
  }  
}
```

```
    console.log("First Post:", posts[0]);
  } catch (error) {
    console.error("Error fetching posts:", error);
  }
}

fetchPosts();
```

✅ Console shows the first post object.

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### Task 3: Error Handling

```
try {
  let num = 10 / 0;
  console.log("Result:", num);
  throw new Error("Custom error message");
} catch (error) {
  console.error("Caught Error:", error.message);
} finally {
  console.log("This always runs");
}
```

✅ Console shows error handling message.

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### Task 4: Debugging with debugger

```
let x = 5;
let y = 0;
debugger; // open browser dev tools, code stops here
let result = x / y;
console.log("Result:", result);
```

✅ Execution pauses → step through in browser dev tools.

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### Task 5: TypeScript Variables & Functions

1. Create day9.ts.

2. Add:

```
let username: string = "Alice";
```

```
let age: number = 22;
```

```
let isStudent: boolean = true;
```

```
function greet(name: string): string {
```

```
    return "Hello, " + name;
```

```
}
```

```
console.log(greet(username));
```

3. Compile:

```
tsc day9.ts
```

4. Run day9.js in browser/Node.js.

✅ Console prints: *Hello, Alice.*

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## Task 6: TypeScript Interfaces & Classes

```
interface Car {
```

```
    brand: string;
```

```
    model: string;
```

```
    year: number;
```

```
}
```

```
let car1: Car = {
```

```
    brand: "Tesla",
```

```
    model: "Model 3",
```

```
    year: 2024
```

```
};
```

```
console.log(car1);
```

```
class Person {  
  name: string;  
  constructor(name: string) {  
    this.name = name;  
  }  
  greet(): void {  
    console.log("Hi, I am " + this.name);  
  }  
}
```

```
let p = new Person("Bob");  
p.greet();
```

✅ Console shows Car object + greeting message.

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#### Task 7: TypeScript Module Example (Bonus)

1. Create math.ts:

```
export function square(x: number): number {  
  return x * x;  
}
```

2. Create app.ts:

```
import { square } from "./math";  
console.log("Square of 5:", square(5));
```

3. Compile with `tsc --module commonjs app.ts`.

✅ Console prints: *Square of 5: 25*.

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#### ✅ Deliverables

- day9\_promise.html (Promise)
- day9\_async.html (Async/Await)

- day9.ts (TypeScript basics)
- math.ts + app.ts (TypeScript modules – optional)

Each file should run correctly in browser (JS) or Node.js/TS compiler (TS).