

Tem um tipo

no meu

Javascript

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Disclaimer

JS

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```
function sum(a, b) {  
    return a + b  
}
```

```
sum(1, 1)
```

```
function sum(a, b) {  
    return a + b  
}
```

```
sum(1, 1) == 2
```

```
function sum(a, b) {  
    return a + b  
}
```

```
sum('1', 1)
```

```
function sum(a, b) {  
    return a + b  
}
```

```
sum('1', 1) == '11'
```

```
function sum(a, b) {  
    return a + b  
}
```

```
sum({}, [])
```

```
function sum(a, b) {  
    return a + b  
}
```

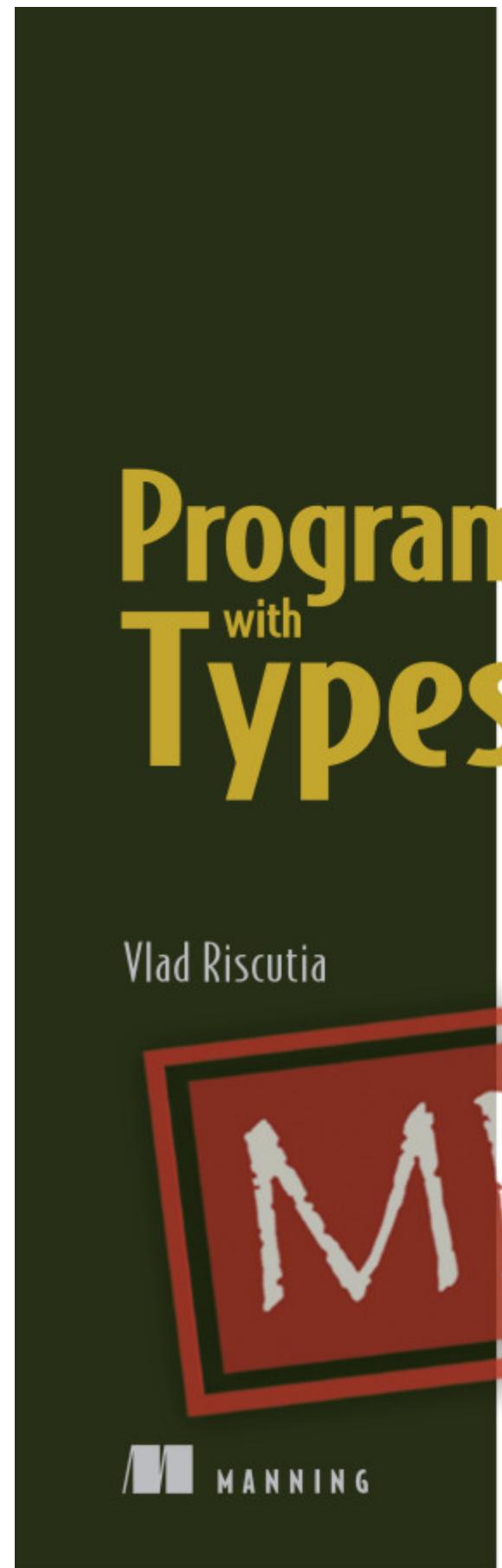
```
sum({}, []) == '[object Object]'
```

Types

"The Mars Climate Orbiter disintegrated into the planet's atmosphere because a component developed by Lockheed produced momentum measurements in pound-force seconds (US units) while another component developed by NASA expected momentum to be measured in Newton seconds (metric units).

That was a type mismatch.

<https://www.manning.com/books/programming-with-types>



Static Typing

"In a statically typed language, variables, parameters and members of objects have types that the compiler knows at compile time. The compiler can use that information to perform type checks and to optimize the compiled code."

```
//go
```

```
package main
```

```
func main() {
    sum("a", "b")
}
```

```
func sum(a int, b int) int {
    return a + b
}
```

```
go build sum.go
```

```
./sum.go:4:6: cannot use "a" (type string)
          as type int in argument to sum
./sum.go:4:11: cannot use "b" (type string)
          as type int in argument to sum
```

Dynamic Typing

"Dynamic type checking is the process of verifying the type safety of a program at runtime. (...) By definition, dynamic type checking may cause a program to fail at runtime. In some programming languages, it is possible to anticipate and recover from these failures. In others, type-checking errors are considered fatal."

Ruby

```
def sum(a, b)
  puts a + b
end
```

```
sum(1, '1')
```

```
# => TypeError: String can't be coerced into Fixnum
#       from (irb):3:in `+'
#       from (irb):3:in `sum'
#       from (irb):5
```

// JS

'3' * '4'

12

Number(true)

1

Number('123')

123

String(true)

('true')

Conceito

X

Ferramenta



flow

**FLOW IS A STATIC TYPE
CHECKER FOR JAVASCRIPT.**

```
// @flow

function sum(a: number, b: number): number {
  return a + b
}

sum('1', 1)
```

```
$ yarn run flow
~/Code/flowtype-talk/node_modules/.bin/flow
```

```
Error ----- src/01_getting_started.js:7:5
Cannot call sum with '1' bound to a because string [1]
is incompatible with number [2].
```

```
[2] 3| function sum(a: number, b: number): number {
[2] 4|     return a + b
[2] 5|
[2] 6|
[1] 7| sum('1', 1)
[1] 8|
```

```
Found 1 error
error Command failed with exit code 2.
```

```
// @flow

function sum(a: number, b: number): number {
  return a + b
}

sum(1, 1)
```

```
$ yarn run flow  
~/Code/flowtype-talk/node_modules/.bin/flow
```

No errors!



Done in 0.27s.

Setup

```
$ yarn add -D flow-bin
```

```
$ flow init
```

```
// .flowconfig
```

```
[ignore]
```

```
<PROJECT_ROOT>/lib/.*
```

```
[include]
```

```
[libs]
```

```
[lints]
```

```
[options]
```

```
[strict]
```

```
$ yarn run flow  
~/Code/flowtype-talk/node_modules/.bin/flow
```

No errors!

✨ Done in 0.27s.

BABEL

```
$ yarn add -D \
@babel/core \
@babel/cli \
@babel/preset-flow
```

//.babelrc

```
{  
  "presets": [ "@babel/preset-flow" ]  
}
```

**Primitive Types - Literal Types - Mixed Types - Any
Types - Maybe Types - Variable Types - Function
Types - Object Types - Array Types - Tuple Types -
Class Types - Type Aliases - Opaque Type Aliases -
Interface Types - Generic Types - Union Types -
Intersection Types - Typeof Types - Type Casting
Expressions - Utility Types - Module Types -
Comment Types**

WE'LL DO IT LIVE

INSIDE

SIDE

I'LL WRITE IT AND WE'LL DO IT LIVE

MakeAGIF.com

Primitives

Arrays

arrays.js

Functions

functions.js

Aliases

aliases.js

Modules

modules.js types.js

Business Logic

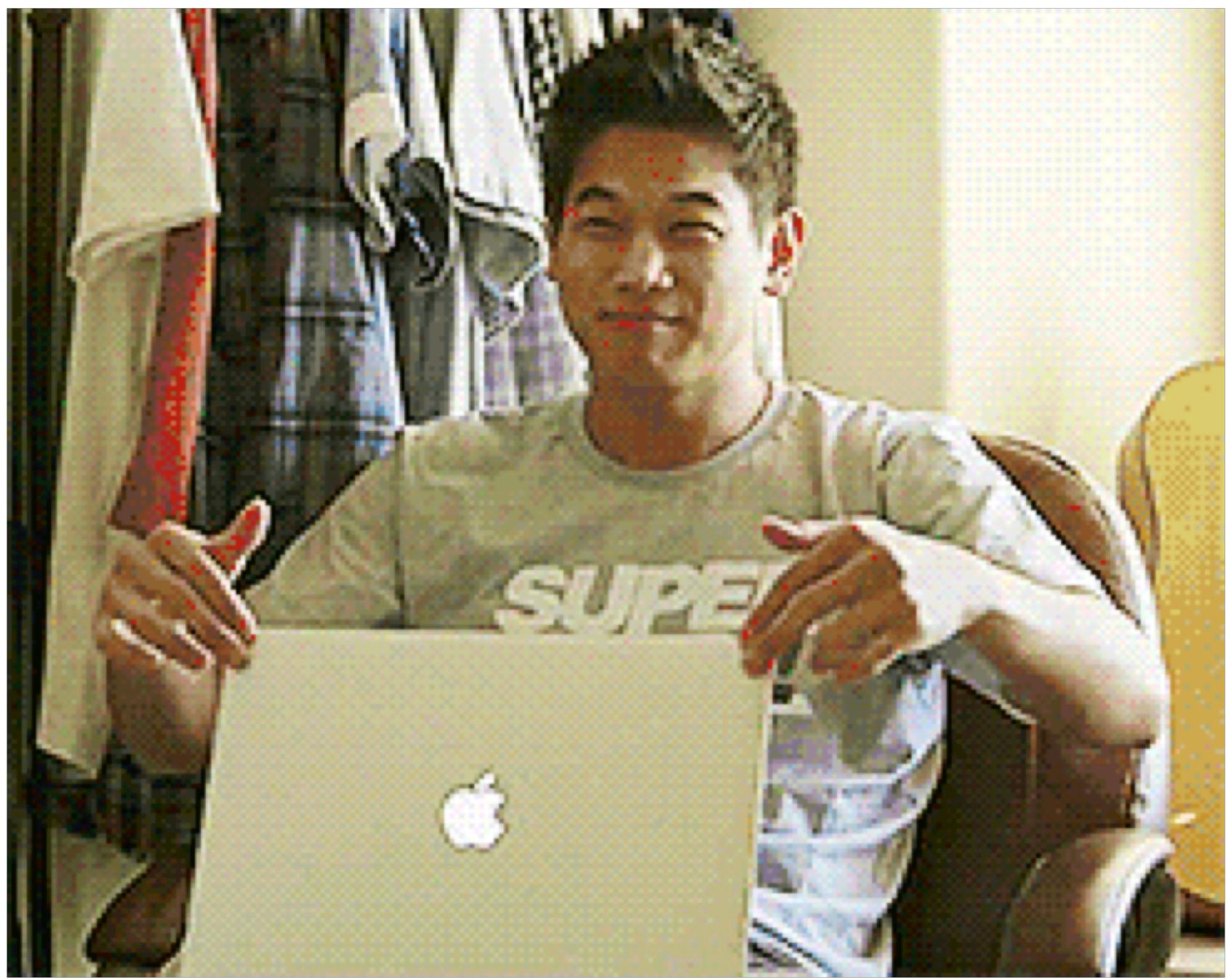
business_logic.js

React

react.js

Benefits

- Simple syntax;
- Relatively easy to learn;
- Helps reducing bugs;
- Helps with business logic;
- Easy to integrate, even in big projects;
- Integrates nice with text editors;
 - It's self documenting;
- Makes maintaining code safer;



<https://flow.org/>

<https://www.saltycrane.com/flow-type-cheat-sheet>

<https://www.destroyallsoftware.com/talks/wat>

<http://2ality.com/2013/09/types.html>

https://en.wikipedia.org/wiki>Type_system

<http://www.adamsolove.com/js/flow/type/2016/04/13/modeling-with-adts.html>

<http://thejameskyle.com/adopting-flow-and-typescript.html>

<https://github.com/rpl/flow-coverage-report>

<https://www.manning.com/books/programming-with-types>