1. Strict type checking
2. Type inference
3. Linters
4. Interfaces
5. Type Aliases
6. Using Tuples
7. Using any type
8. Using unknown type
9. Using object type
10. Never
11. Using “keyof” operator
12. Using enums
13. Using namespaces
14. Using utility types
15. Readonly and Readonly Array
16. Type Gaurds
17. Using generics
18. Using infer keyword
19. Using conditional types
20. Using mapped types
21. Using decorators