TypeScript clasove

class Point {

//ako go napisha taka, typescript avtomatichno generira tia

//fields i gi assignva vse edno sme napisali this.x = x i this.y =y

constructor(private x?:number, private y?:number){

}

drawPoint(){

console.log('x: ' + this.x + ', Y: ' + this.y);

}

}

let point = new Point(2,3);

point.drawPoint();