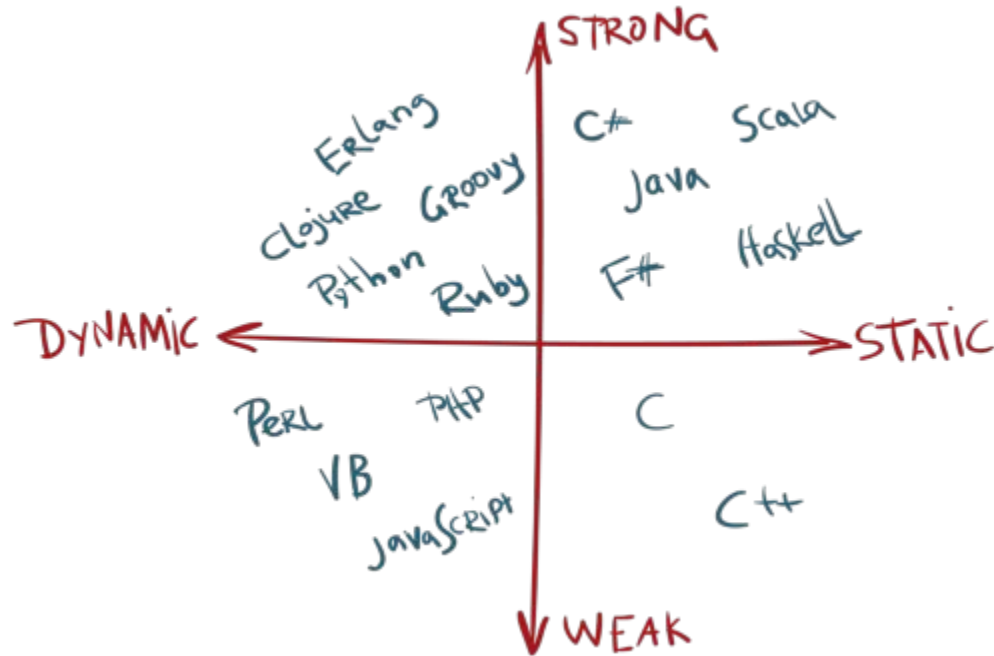


TypeScript

Maktab Sharif Coding Bootcamp

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Types overview



What's the difference between strong and weak types?

```
→ ~ python3
Python 3.8.5 (default, Jul 28 2020, 12:59:40)
[GCC 9.3.0] on linux
Type "help", "copyright", "credits" or "license" for more information.
>>> "ali"+17
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
TypeError: can only concatenate str (not "int") to str
>>> □
```

```
→ ~ node
Welcome to Node.js v14.17.0.
Type ".help" for more information.
> "mohammad"+300
'mohammad300'
> □
```

What's the difference between strong and weak types?

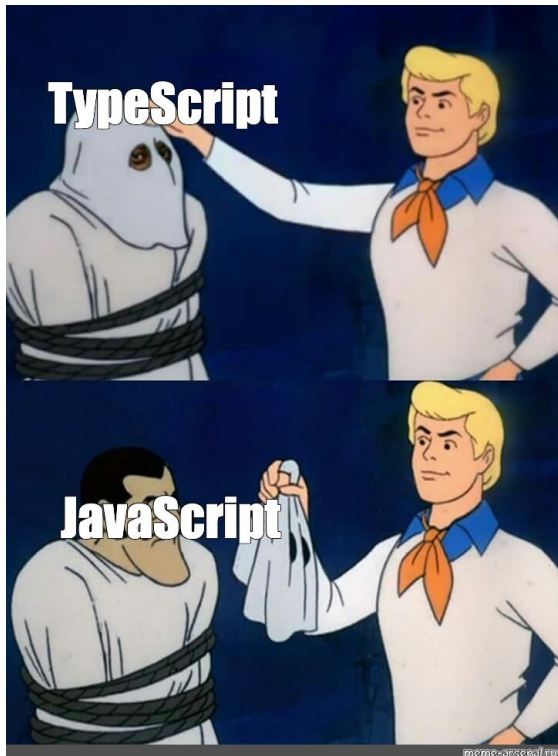
```
1 #include <iostream>
2 #include <string>
3 using namespace std;
4 int main() {
5     int num = "123456";
6     // string num = "123456"; correct type notation
7     cout << num;
8     return 0;
9 }
```

```
python3
→ ~ python3
Python 3.8.5 (default, Jul 12:59:40)
[GCC 9.3.0] on linux
Type "help", "copyright", "
or "license" for more inform
>>> var = 123456
>>> var
123456
>>> var = "dynamic type"
>>> var
'dynamic type'
```

Static type JavaScript alternatives



Let's started! - Basic Types



```
1 const isHappy: boolean = true // boolean
2 let myAge: number = 20 // number
3 var myName: string = 'Ali' // string
4 let introduceMyself: string = `I'm ${myAge} and my name is ${myName}.`
  // string with backtick notation
5
6 let cars: string[] = ['Ford Mustang', 'Corvette', 'Cadillac Eldorado']
  // Array
7 let cars2: Array<string> = ['Hummer', 'Ford GT40', 'Tesla Model S'] //
  Array
8 let company: object = {
9   name: 'MaktabSharif',
10 } // Object
11
12 let chert: undefined = undefined // Undefined
13 let pert: null = null // Null
```

TypeScript Types



```
1 let price: [string, number]; // Tuple Declaration
2 price = ["Pizza", 1.2]; // Tuple Initialization
3
4 // enum
5 enum Size { Small = 0.7, Medium = 1.2, Large = 2 }
6 let pizzaSizeName: string = Size[2];
7 let pizzaSizeNum: number = Size.Large;
```


TypeScript Types

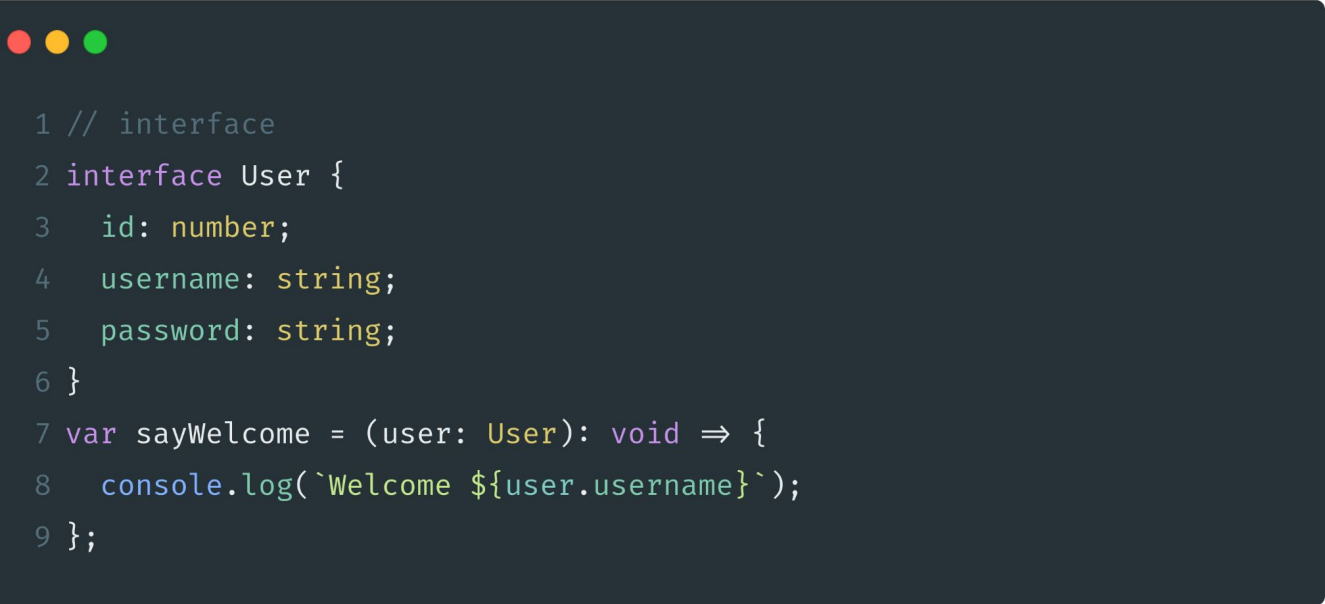


```
1 // any (danger zone !)  
2 let ts_dynamic_var_fun: any = ":D";  
3 ts_dynamic_var_fun = Size.Small;  
4  
5 // void  
6 let sing = (): void ⇒ console.log("lalalalalala la la la laaaaaa");  
7  
8 // never (void + will never occur)  
9 let error = (): never ⇒ {  
10   throw new Error(":|");  
11 };
```


Be care about type 'Any'




TypeScript Types & Interfaces



```
1 // interface
2 interface User {
3   id: number;
4   username: string;
5   password: string;
6 }
7 var sayWelcome = (user: User): void => {
8   console.log(`Welcome ${user.username}`);
9 };
```

TypeScript Types & Interfaces



```
1 var sayWelcome = (user: {
2   id: number;
3   username: string;
4   password: string;
5 }): void => {
6   console.log(`Welcome ${user.username}`);
7 };
8 // type
9 type User2 = {
10  id: number;
11  username: string;
12  password: string;
13 };
```

TypeScript Interfaces



```
1 interface Admin extends User {  
2   Nationality?: string;  
3   readonly nationalCode: string;  
4 }  
5  
6 let ali = {} as Admin;  
7 ali.password = "password";
```

TypeScript Classes



```
1 class Animal {
2   static defaultSing: string = "lalaalalaaaaaa";
3   public type: string = "Animal";
4   private sing: string = "lalallalaaa";
5
6   constructor(sound: string) {
7     this.sing = sound;
8   }
9
10  greet(): string {
11    return `Hello ${this.sing}`;
12  }
13 }
14
15 let lion = new Animal("RAAAWWWR");
16 console.log(lion.greet());
17 console.log(Animal.defaultSing);
```

TypeScript Union types



```
1 // Union
2 let confused: string | number | boolean = "ali";
3 confused = true;
4 confused = 123456;
5
6 // Union types are solution of this problem:
7 let y = "I'm y !";
8 y = 123; // you can't do that because initial
    value type was string!
```


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