

# Where to place types / classes in Angular projects

Asked 12 months ago   Active 12 months ago   Viewed 272 times



I've got a project structure that looks like this:

0



```
e2e
src
  app
  assets
  modules
    core
    shared
  features
    one
    two
    three
      components
      ...
      constants
      ...
      services
      ...
  three-routing.module.ts
  three.module.ts
```

`one` `two` and `three` all have the same inner structure, but I'm wondering where I should put some classes to represent e.g. `Three` and `ThreeRetrievalError`. Currently, I'm using an object `three` as a kind of any object where there is no type checking or enforcement.



asked Aug 31 '18 at 22:02



[Jacob IRR](#)

4,435   3   17   36

While I'm not sure if I fully understand your question, "a kind of any object where there is no type checking or enforcement" already exists, and it's called `any`. TypeScript basically shuts off all type checking when it sees an `any`.

[Siltie Mervin](#) · Aug 31 '18 at 22:02

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## 1 Answer



[Angular Style Guide](#) recommends making interfaces for declaring types/data models.

2

Consider using an `interface` for data models.



Also, consider naming these interfaces without prefixing their names with `I` as it conflicts with TypeScript's naming conventions.



Consider naming an `interface` **without an `I` prefix**.

There isn't any set guideline on where they should be kept though. It completely depends on how you like your files and folder structures to be.

That being said, I generally prefer keeping them into a folder of their own. So I guess, in folder `three`, you can create a `model` folder which will contain `three.model.ts` and `three-retrieval-error.model.ts` interface files. The naming of these files is derived from [this rule from the Angular Style Guide](#).

Do follow a pattern that describes the symbol's feature then its type. The recommended pattern is `feature.type.ts`.

edited Aug 31 '18 at 22:18

answered Aug 31 '18 at 22:12



SiddAjmera

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