

A TypeScript GUID class? [closed]

Asked 4 years, 10 months ago Active 2 months ago Viewed 74k times



Does anyone know of a good, solid, implementation of C# like GUID (UUID) in TypeScript?

52

Could do it myself but figured I'd spare my time if someone else done it before.



typescript

uuid

guid



7

edited Mar 29 '18 at 15:08



BuZZ-dEE

1,416

4

33

57

asked Oct 22 '14 at 6:42



Gustav

1,867

1

12

30

closed as off-topic by [ChrisF](#) ♦ May 30 '18 at 8:12

This question appears to be off-topic. The users who voted to close gave this specific reason:

- "Questions asking us to **recommend or find a book, tool, software library, tutorial or other off-site resource** are off-topic for Stack Overflow as they tend to attract opinionated answers and spam. Instead, [describe the problem](#) and what has been done so far to solve it." – [ChrisF](#)

If this question can be reworded to fit the rules in the [help center](#), please [edit the question](#).

2 @Briguy37's answer in [Stack Overflow: How to create a GUID / UUID in Javascript?](#) is my favorite – [xmojmr](#) Oct 22 '14 at 10:13

2 Answers



There is an implementation in my [TypeScript utilities](#) based on JavaScript GUID generators.

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Here is the code:

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```
class Guid {
  static newGuid() {
    return 'xxxxxxxx-xxxx-4xxx-yxxx-xxxxxxxxxxxx'.replace(/[xy]/g, function(c) {
      var r = Math.random() * 16 | 0,
          v = c == 'x' ? r : (r & 0x3 | 0x8);
      return v.toString(16);
    });
  }
}

// Example of a bunch of GUIDs
for (var i = 0; i < 100; i++) {
  var id = Guid.newGuid();
  console.log(id);
}
```

[Run code snippet](#)
[Expand snippet](#)

Please note the following:

C# GUIDs are guaranteed to be unique. This solution is *very likely* to be unique. There is a huge gap between "very likely" and "guaranteed" and you don't want to fall through this gap.

JavaScript-generated GUIDs are great to use as a temporary key that you use while waiting for a server to respond, but I wouldn't necessarily trust them as the primary key in a database. If you are going to rely on a JavaScript-generated GUID, I would be tempted to check a register each time a GUID is created to ensure you haven't got a duplicate (an issue that has come up in the Chrome browser in some cases).

edited Jun 20 at 11:26



H. Pauwelyn

6,326 21 51 95

answered Oct 22 '14 at 7:25



Fenton

167k 47 304 332

5 Why are you generating GUIDs with the first character of the 3rd group always '4'? – Paul Gorbis Jun 16 '16 at 19:23

15 @PaulGorbis See en.wikipedia.org/wiki/Globally_unique_identifier - this 4 indicates a kind of GUID version. The 4 indicates it is not MAC-address bases but pseudo-random and might not be cryptographically safe. – ZoolWay Jul 15 '16 at 15:47

6 "C# GUIDs" are no more or no less unique than the ones produced by your function. A collision is so extremely unlikely that you can absolutely rely on

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- 2 Note to potential editors of this answer: meta.stackoverflow.com/questions/260245/... – Fenton Jun 7 '17 at 7:11
- 1 If you are using tslint and it complains about the bitwise operators stackoverflow.com/questions/34578677/... check that. – DeadlyChambers Sep 27 '17 at 14:16

I found this <https://typescriptbcl.codeplex.com/SourceControl/latest>

10

here is [the Guid version](#) they have in case the link does not work later.

```
module System {
    export class Guid {
        constructor (public guid: string) {
            this._guid = guid;
        }

        private _guid: string;

        public ToString(): string {
            return this.guid;
        }


        // Static member
        static MakeNew(): Guid {
            var result: string;
            var i: string;
            var j: number;

            result = "";
            for (j = 0; j < 32; j++) {
                if (j == 8 || j == 12 || j == 16 || j == 20)
                    result = result + '-';
                i = Math.floor(Math.random() * 16).toString(16).toUpperCase();
                result = result + i;
            }
            return new Guid(result);
        }
    }
}
```

edited Mar 23 '17 at 14:22

answered May 13 '15 at 11:03

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- 4 Sadly this one doesn't set the mandatory bit patterns for random UUID's, the first digit in the third segment must be 4, that's the UUID version number, and the first digit in the fourth segment must use the bitmask 10xx, meaning only the values 8, 9, A and B are allowed in that position. Wiki URL: [en.wikipedia.org/wiki/...](https://en.wikipedia.org/wiki/UUID#Version_4_(random)) – [A.Grandt](#) May 25 '16 at 15:36
-
- 1 +1 for pasting in the source code, because the link to that site no longer has any typescript files and the JS files they do host does not look like the code you posted. – [Paul Gorbis](#) Jun 16 '16 at 19:31
-
- @PaulGorbis it does. I added the link for completeness – [Peter Lillevoid](#) Mar 23 '17 at 14:22 
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