# Grade Calculator Example in TypeScript

TypeScript + HTML

# **Install TypeScript**

Use npm to install typescript.

npm install -g typescript

# Compile TypeScript to JavaScript

We need to compile TypeScript code using the tsc compiler.

```
tsc src/app.ts --outDir . --target ES2018
```

## tsconfig.json

We can use tsconfig.json that has all the configuration information.

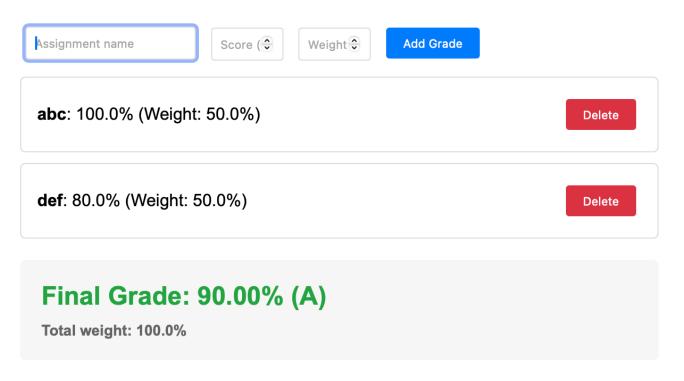
```
"compilerOptions": {
  "target": "ES2018",
  "module": "es2015",
  "lib": ["ES2018", "DOM"],
  "outDir": "../dist",
  "rootDir": "./",
  "strict": true,
"include": [
  "**/*"
"exclude": [
  "node_modules"
```

- We can create the tsconfig.json using tsc --init.
- We can adjust the tsconfig.json.
- We run tsc to compile the typescript code.

We can use watch mode tsc —watch to automatcially recompile on save.

## **HTML**

## **Grade Calculator (TypeScript Edition)**



## Basically the same as JavaScript.

The generated JavaScript is accessed in "../app.js".

# **TypeScript Interfaces & Classes**

#### **Grade Interface**

```
interface Grade {
  id: number;
  name: string;
  score: number;
  weight: number;
}
```

#### **Grade Calculator Class**

This class has all the data structure, business logic, and UI using the OOP technology.

#### 1. Data Structure

```
class GradeCalculator {
  private grades: Grade[] = [];
```

#### 2. Constructor

It is well organized, but it still needs to access and update UI component.

```
constructor() {
    // Set up event listeners
    const addButton = document.getElementById('add-grade-btn') as HTMLButtonElement;
    addButton.addEventListener('click', () => this.addGrade());

// Enter key support
    const inputs = document.querySelectorAll('input');
    inputs.forEach(input => {
        input.addEventListener('keypress', (e) => {
            if ((e as KeyboardEvent).key === 'Enter') {
                this.addGrade();
            }
        });
    });

// Initial display
    this.displayGrades();
}
```

## 3. addGrade Methods: get information

#### Get all the information from HTML

```
private addGrade(): void {
  // Get input elements
  const nameInput = document.getElementById('assignment-name') as HTMLInputElement;
  const scoreInput = document.getElementById('score') as HTMLInputElement;
  const weightInput = document.getElementById('weight') as HTMLInputElement;
  const errorDiv = document.getElementById('error-message') as HTMLDivElement;
  // Get values
  const name = nameInput.value.trim();
  const score = parseFloat(scoreInput.value);
  const weight = parseFloat(weightInput.value);
  // Clear previous error
  errorDiv.textContent = '';
  // Simple validation
  if (!name) {
    errorDiv.textContent = 'Please enter an assignment name';
    return;
```

### 3. addGrade Methods: add to an array

Create the Grade object and store it into the grades array.

```
// Create grade
const grade: Grade = {
  id: Date.now(),
  name: name,
  score: score,
  weight: weight
};
// Add to array
this.grades.push(grade);
// Clear inputs
nameInput.value = '';
scoreInput.value = '';
weightInput.value = '';
nameInput.focus();
// Update display
this displayGrades();
this.calculateFinalGrade();
```

## 3. addGrade Methods: display results

```
private deleteGrade(id: number): void {
  this.grades = this.grades.filter(grade => grade.id !== id);
  this.displayGrades();
  this.calculateFinalGrade();
}
```

```
private calculateFinalGrade(): void {
  const resultDiv = document.getElementById('result') as HTMLDivElement;
  if (this.grades.length === 0) {
    resultDiv.innerHTML = 'Add grades to see your final grade';
    return;
 // Calculate weighted average
  const totalWeight = this.grades.reduce((sum, grade) => sum + grade.weight, 0);
  if (totalWeight === 0) {
    resultDiv.innerHTML = 'Total weight must be greater than 0';
    return:
  const weightedSum = this.grades.reduce((sum, grade) => {
    return sum + (grade.score * grade.weight);
  }, 0);
  const finalGrade = weightedSum / totalWeight;
  const letterGrade = this.getLetterGrade(finalGrade);
  resultDiv.innerHTML = `
    <div style="color: ${this.getGradeColor(letterGrade)}">
      Final Grade: ${finalGrade.toFixed(2)}% (${letterGrade})
    </div>
    <div style="font-size: 14px; color: #666; margin-top: 10px;">
      Total weight: ${totalWeight.toFixed(1)}%
      ${totalWeight < 100 ?
        `<br><em>Note: Only ${totalWeight.toFixed(1)}% of grades entered</em>` :
    </div>
```

```
private getLetterGrade(percentage: number): string {
   if (percentage >= 90) return 'A';
   if (percentage >= 80) return 'B';
   if (percentage >= 70) return 'C';
   if (percentage >= 60) return 'D';
   return 'F';
 private getGradeColor(grade: string): string {
   const colors: { [key: string]: string } = {
      'A': '#28a745',
      'B': '#20c997',
      'C': '#ffc107',
      'D': '#fd7e14',
      'F': '#dc3545'
    return colors[grade] || '#000';
 // Make deleteGrade available globally for onclick
 public setupGlobalDelete(): void {
    (window as any).deleteGrade = (id: number) => this.deleteGrade(id);
 }
}
```

#### **Event handler:**

```
// Initialize when page loads
document.addEventListener('DOMContentLoaded', () => {
   const calculator = new GradeCalculator();
   calculator.setupGlobalDelete();
});
```