

# Web Developer

Programmazione - Javascript e Typescript

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# Typescript

language features

Shadi Lahham - Web development

# Typescript

Cos'è TypeScript?

TypeScript è un SUPERSET di JavaScript: tutto il codice JavaScript valido è valido anche in TypeScript.

Offre nuove funzionalità mantenendo la compatibilità con JavaScript.  
È facile da apprendere e consente una migrazione graduale da JavaScript.

# Typescript

fa la stessa operazione di SCSS IN CSS

avviene transpilazione per renderlo comprensibile dal browser

Typescript is a superset of Javascript

- valid JavaScript code is also valid TypeScript code
- builds on top of JavaScript adding new features
- maintains full compatibility with JavaScript
- intuitive and easy to learn, minimal learning curve
- incremental upgrade is a major benefit
  - easy to gradually migrate code from JavaScript to TypeScript
  - developers can start by gradually adding types to JavaScript code
  - additional Typescript features can be added when and as needed

# Quickstart

# Quick Typescript

Quickly try in the

[TS Playground](#)

Quick introduction

[TypeScript for JavaScript Programmers](#) and [The Basics](#)

Quick setup

[TypeScript Tooling in 5 minutes](#)



DOWNLOAD & installazione

Setup & config

# Typescript setup

To use TypeScript in your project, you need to

- set up a TypeScript compiler
- configure it using a tsconfig.json file



# Install globally

You need to have [Node.js](#) installed on your machine and use command prompt

install Typescript globally with npm  
`npm install -g typescript`

create a folder and a blank file  
`mkdir test`  
`cd test`  
`type nul > main.ts`

run Typescript compiler  
`tsc main.ts`  
OR  
`tsc --watch main.ts`

→ ogni volta che si crea un file .ts

# Install locally

You need to have [Node.js](#) installed on your machine and use command prompt

**create a folder and a blank file**

```
mkdir test  
cd test  
type nul > main.ts
```

**install locally with npm**

```
npm init -y  
npm i -D typescript
```

**run Typescript compiler locally**

```
npx tsc main.ts  
OR  
npx tsc --watch main.ts
```

# TypeScript Projects Compilation

ENTRY POINT (cartella con i ts)  
OUTPUT POINT (cartella con i js transpilati)

The `tsconfig.json` file is a configuration file for TypeScript projects that specifies various options for the TypeScript compiler

When a `tsconfig.json` file is present in the folder, invoking `tsc` without any parameters will compile all the files included in the configuration

The `tsconfig.json` file:

- indicates the root of a TypeScript project
- specifies the root files and compiler options for project compilation

Run from the command line:

`tsc`

# Sample tsconfig.json

```
{
  "compilerOptions": {
    "target": "ES2015",
    "module": "commonjs",
    "strict": true,
    "esModuleInterop": true,
    "skipLibCheck": true,
    "forceConsistentCasingInFileNames": true,
    "outDir": "dist"
  },
  "$schema": "https://json.schemastore.org/tsconfig",
  "display": "Recommended",
  "include": ["src/**/*"],
  "exclude": ["node_modules"]
}
```

# Explaining tsconfig.json

## **"compilerOptions"**

contains various options for the TypeScript compiler

## **"target": "ES2015"**

specifies the ECMAScript version that the compiled JavaScript code should target; ES2015, ES5, etc.

## **"module": "commonjs"**

specifies the module format that the compiled JavaScript code should use

## **"strict": true**

enables strict type-checking options in TypeScript, which helps catch more errors at compile-time

## **"esModuleInterop": true**

enables compatibility with CommonJS and AMD modules

Allows for interoperability between TypeScript and JavaScript code

# Explaining tsconfig.json

**"skipLibCheck": true**

skips type-checking of declaration files in third-party libraries which means faster compilation

**"forceConsistentCasingInFileNames": true**

file references must use consistent casing; prevents issues when deploying to case-sensitive systems

**"outDir": "dist"**

specifies the output directory for compiled JavaScript files

**"\$schema": "https://json.schemastore.org/tsconfig"**

enables editors and other tools to ensure tsconfig.json file is correct and follows expected format

**"display": "Recommended"**

indicates that the configuration options specified in this file are recommended by the TypeScript team

# Explaining tsconfig.json

**"include": ["src/\*\*/\*"]**

specifies files included in the compilation process

In this case all files in the src directory and its subdirectories

**"exclude": ["node\_modules"]**

specifies the files and directories excluded from compilation

**"noEmitOnError": false**

generate Javascript file even when there are Typescript errors - [noEmitOnError reference](#)

change to true for safer and secure code once developers gain more experience with Typescript

# Complete tsconfig.json options

[Handbook - What is a tsconfig.json](#)

[@tsconfig/recommended](#)

[TSConfig option - target](#)

[TSConfig option - outDir](#)

[TSConfig option - include](#)

[All TSConfig options](#)



# Simple types

primitives

# Inferred Types

nel caso non venisse assegnato il tipo alla variabile, ts lo da alla prima inizializzazione

When a variable is initialized without an explicit type declaration, TypeScript will try to infer the type based on the assigned value

```
// inferred type: string
```

```
let str = 'hello';
```

```
// inferred type: number
```

```
let num = 42;
```

```
// inferred type: boolean
```

```
let bool = true;
```

```
// sometimes typescript can't infer so it assigns the type of the variable to 'any'
```

```
const json = JSON.parse('false');
```

```
const json2 = JSON.parse('18');
```

```
// type of json and json2 is 'any' since typescript can't know until the code is executed
```

# Explicit Types

il programmatore va a definire il tipo

Developers can also explicitly declare the types of variables in TypeScript. Explicitly declaring types can be helpful in situations where TypeScript cannot infer the type correctly, or when the developer wants to provide additional information to improve the clarity and readability of the code. However, if the type can be inferred correctly, there is no need to declare it explicitly.

# Explicit Types

main.ts

```
let str: string = 'hello';  
let num: number = 42;  
let bool: boolean = true;
```

main.js

```
"use strict";  
let str = 'hello';  
let num = 42;  
let bool = true;
```

# Protection from type errors

```
let clientName: string = 'james';
clientName = 88;
// TypeScript compiler throws a type assignment error

// function param example
function printMessage(message: string) {
  console.log(message);
}

// Correct usage
printMessage('Good morning!'); // prints "Good morning!"

// Incorrect usage
printMessage(42);

// TypeScript will throw a compilation error
// Error: Argument of type 'number' is not assignable to parameter of type 'string'
```

# Protection from type errors

si può anche definire il valore di ritorno della funzione (true | false)

```
function isPalindrome(word: string): boolean {  
    const reversedWord = word.split('').reverse().join('');  
    return word === reversedWord;  
}
```

*// Correct usage*

```
const result1 = isPalindrome('racecar'); // returns true  
const result2 = isPalindrome('hello'); // returns false
```

*// Incorrect usage*

```
const result3 = isPalindrome(42);
```

*// TypeScript will throw a compilation error*

*// Error: Argument of type 'number' is not assignable to parameter of type 'string'*

# Special types

# Undefined & null è un impostazione del `tsconfig.ts`

Undefined and null can be useful for representing missing or uninitialized values

**strictNullChecks off** se è disattivato puoi assegnare direttamente null || undefind

Undefined and null are considered to be subtypes of all other types, which means that a variable of any type can also be assigned a value of undefined or null. This can lead to runtime errors and bugs

**strictNullChecks on (part of "strict":true)** se è attivato devi specificare il type / type specifici: (number | undefind)

TypeScript will consider null and undefined values as distinct types, separate from all other types. The developer must explicitly check for these values before using them to avoid potential runtime errors



# Undefined & null

```
let x: number | undefined = undefined; // variable can be a number or undefined
```

```
let y: string | null = null; // variable can be a string or null
```

```
function printName(name?: string) {  
    console.log(name || 'Anonymous');  
}
```

```
printName(); // prints "Anonymous"  
printName('Alice'); // prints "Alice"  
printName(undefined); // prints "Anonymous"
```

*// Incorrect usage*

```
printName(null);
```

*// TypeScript will throw a compilation error*

*// Error: Argument of type 'null' is not assignable to parameter of type 'string | undefined'*

**Any** possiamo ASSEGNARE QUALSIASI TYPE ALLA VARIABILE, possiamo anche cambiarlo da "string" a number, questo type disabilita il controllo del tipo

In Typescript, **any is a special type that allows a variable to have any type**

When a variable is declared with the any type, the TypeScript compiler assumes that it can have any possible value and disables all type checking on that variable. Using any might be convenient in some situations when dealing with data of unknown or varying types, but it is still not recommended since it disables any type safety and static checking features and risks runtime errors.

Using any is basically like writing Javascript with Typescript, losing almost all of the advantages and introducing a big risk factor.

# Any

```
// x can be any type
```

```
let x: any = 'hello';
```

```
// valid even though x is declared as any
```

```
console.log(x.toUpperCase());
```

```
// also valid, even though x is no longer a string
```

```
x = 42;
```

```
console.log(x.toFixed());
```

```
console.log(x.toUpperCase()); // will result in a JS errors when run errore perchè è un number ora
```

```
// still valid, even though x is now an object
```

```
x = { prop: 'value' };
```

```
console.log(x.prop);
```

**Note:** removing the type `x: any` will re-enable type checking and show errors where `x` is reassigned

# Unknown

è + sicuro rispetto a un `:any` normale perchè richiede una conferma con una condizione

The `unknown` type is similar to `any`, but provides more type safety and requires type checks or type assertions before using the value

Unlike `any`, it is not possible to call methods or access properties on an `unknown` variable without performing a type check or casting (type assertion)

The `unknown` type is best used when the type of value dealt with is not known

# Unknown

NON usarlo in questo modo!, qui non vengono effettuati dei controlli alla variabile di type: unknow, andrebbero fatti controlli sul type della variabile (type of "variabile")

```
// x can be any type
```

```
let x: unknown = 'hello';
```

```
// Compile-time error: Object is of type 'unknown'
```

```
console.log(x.toUpperCase());
```

```
// Compile-time error: Object is of type 'unknown'
```

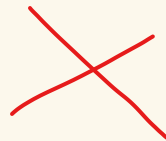
```
x = 42;
```

```
console.log(x.toFixed());
```

```
// Compile-time error: Object is of type 'unknown'
```

```
x = { prop: 'value' };
```

```
console.log(x.prop);
```



# Unknown with type checking

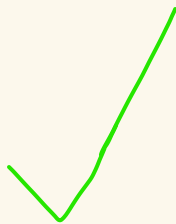
esempi su COME va sfruttato il type :unknown

```
let x: unknown = 'hello';
```

```
// Type checking with typeof
if (typeof x === 'string') {
  console.log(x.toUpperCase()); // OK
}
```

```
// Type checking with typeof
x = 42;
if (typeof x === 'number') {
  console.log(x.toFixed(2)); // OK
}
```

```
// Type checking with typeof, null check, and 'in' operator
x = { prop: 'value' };
if (typeof x === 'object' && x !== null && 'prop' in x) {
  console.log((x as { prop: string }).prop); // OK
}
```



# Unknown with casting

*// examples of direct type assertion*

```
let x: unknown = 'hello';
```

*// assumes x is a string*

```
console.log((x as string).toUpperCase());
```

```
x = 42;
```

*// assumes x is a number*

```
console.log((x as number).toFixed(2));
```

```
x = { prop: 'value' };
```

*// assumes x is an object with 'prop'*

```
console.log((x as { prop: string }).prop);
```

# Unknown vs any

```
const json = JSON.parse('false');  
json.doSomething(); // implicit any
```

```
const json2: any = JSON.parse('false');  
json2.doSomething(); // explicit any
```

```
const json3: unknown = JSON.parse('false');  
json3.doSomething(); // compiler error: 'json3' is of type 'unknown'
```

## any

allows any operation without errors, which can lead to runtime issues

## unknown

requires a type check (e.g., `typeof`, `instanceof`) or casting before accessing properties, calling methods, or performing operations



# Void & never

VOID:

viene utilizzato per indicare che una funzione non restituisce un valore al di fuori dell'undefined. È simile a undefined ma specificamente utilizzato per funzioni.

NEVER:

indica che una funzione o un blocco di codice non termina mai o restituisce un errore.

In TypeScript, void and never both denote functions that don't return a value.  
However, they have different meanings

Void indicates the absence of a value and is commonly used as a return type for functions that don't return a value or variables that aren't expected to have one

Never indicates a function that never completes normally, due to either throwing an error or entering an infinite loop. It's usually used as the return type for a function that always throws an exception or never returns

# Void

viene utilizzato per indicare che una funzione non restituisce un valore al di fuori dell'undefined.  
È simile a undefined ma specificamente utilizzato per funzioni.

```
function logMessage(message: string): void {  
  console.log(message);  
}
```

```
const result: void = logMessage('Hello, world!'); // result is undefined
```

# Never

indica che una funzione o un blocco di codice non termina mai o restituisce un errore.

```
function throwError(message: string): never {  
    throw new Error(message);  
}
```

```
function infiniteLoop(): never {  
    while (true) {  
        // do something  
    }  
}
```

# Void & never

*// this is ok*

```
let x: void = undefined;
```

*// Error: Type 'undefined' is not assignable to type 'never'*

```
let y: never = undefined;
```

# Arrays

# Arrays

dichiarazione del type dell'array con il type dei valori al suo interno

There are multiple ways to declare arrays in TypeScript

- Using the `type[]` syntax questo è il modo + usato per definire il typing degli elementi dell'array
- Using the `Array<type>` syntax

```
let myNumbers: number[] = [1, 2, 3];  
let myStrings: Array<string> = ['hello', 'world'];
```

*// same result*

```
let moreNumbers: Array<number> = [1, 2, 3];  
let moreStrings: string[] = ['hello', 'world'];
```

*// the first is more common, because it's shorter*

*// the second will become clearer after discussing generics*

# Arrays - type protection

nel momento in cui andiamo a inizializzare i valori dell'array senza assegnare il type, l'array sarà "inferred" automaticamente

```
let myArray = [1, 2, 3]; // myArray is inferred to be of type number[]
myArray.push(16); // OK
✗ myArray.push('16'); // error: argument of type 'string' not assignable to parameter of type 'number'
myArray = [1, 2, 3, 'hello', 'world']; // error: Type 'string[]' is not assignable to type 'number[]'

// explicit types
let myArray1: number[] = [1, 2, 3];
let myArray2: Array<string> = ['hello', 'world'];
myArray1 = myArray2; // error: Type 'string[]' is not assignable to type 'number[]'.
```

## READONLY:

# Readonly Arrays

mi permette di compiere solo azioni di LETTURA, quindi non posso:

- modificare, toccare, aggiungere i valori.
- un `.push()` non si potrebbe fare!

*// using readonly on an array variable*

```
const myArray: readonly number[] = [1, 2, 3];  
myArray.push(4); // error: property 'push' does not exist on type 'readonly number[]'  
myArray[0] = 4; // error: index signature in type 'readonly number[]' only permits reading  
myArray = [4, 5, 6, 7]; // error: cannot assign to 'myArray' because it is a constant
```

*// using ReadonlyArray on an array value*

```
const myReadonlyArray: ReadonlyArray<number> = [1, 2, 3];  
myReadonlyArray.push(4); // error: property 'push' does not exist on type 'ReadonlyArray<number>'  
myReadonlyArray[0] = 4; // error: index signature in type 'readonly number[]' only permits reading  
myReadonlyArray = [4, 5, 6, 7]; // error: cannot assign to 'myReadonlyArray' because it is a constant
```

*// using readonly in function parameters*

```
function foo(colors: readonly string[]) {  
    colors.push('olive'); // error: property 'push' does not exist on type 'readonly string[]'  
}
```



# Tuples

# Tuples

definisco LETTERALMENTE il type di tutti i valori presenti in un array, ci sono però dei modi per modificare i valori successivi di quell'array  
ex: tramite `.push()`

Tuples are commonly used in TypeScript when working with fixed arrays of known types, enabling stricter type checking and providing clarity to data structure

Tuples are particularly useful when dealing with functions that return multiple values, as they ensure a fixed number and type of values

Tuples can also be helpful when working with APIs that return data in a specific format, as they ensure proper parsing and typing of the data

# Tuples

In React, tuples define prop types, ensuring components receive the correct and consistent data structure

For instance, tuples can specify the expected object shape representing user data in a user profile component

# Tuples

prima definiamo i type dei valori : , dopo li inizializziamo

```
// define a tuple - a typed array
```

```
let myTuple: [boolean, number, string];
```

```
// initialize
```

```
myTuple = [true, 18, 'working'];
```

```
// number and type of the values matters
```

```
myTuple = ['baking', false, 26]; // throws type errors since order is incorrect
```

```
myTuple = [true, 18]; // error: type '[true, number]' is not assignable to type '[boolean, number, string]'
```

# Tuples

```
// can modify values in the correct positions
```

```
myTuple[2] = 'jogging';
```

```
myTuple[1] = 'jogging'; // error: type 'string' is not assignable to type 'boolean'.(2322)
```

```
// can't exceed the index, but can still push and other methods
```

```
myTuple[3] = 'jogging';
```

```
myTuple.push('jogging');
```

---

```
// to prevent changes via methods use readonly aggiungere readonly ai Tuples per non permettere di modificare l'array!!
```

```
let noPushTuple: readonly [boolean, number, string] = [true, 18, 'working'];
```

```
noPushTuple.push('jogging'); // error: property 'push' does not exist on type 'readonly [number, boolean, string]'
```

```
noPushTuple = [false, 56, 'eating']; // declared with let, so OK
```

```
// and const to prevent reassignment
```

```
const noChangeTuple: readonly [boolean, number, string] = [true, 18, 'working'];
```

```
// error: cannot assign to 'noChangeTuple' because it is a constant
```

```
noChangeTuple = [false, 56, 'eating'];
```

# Tuples

```
// tuple as function parameter
function addEmployee(employee: readonly [string, number]) {
  // error: cannot assign to '0' because it is a read-only property
  employee[0] = 'sam';

  // error: tuple type '[string, number]' of length '2' has no element at index '2'
  const [name, id, gender] = employee;

  console.log(name); // const name: string
  console.log(id); // const id: number
  console.log(gender); // const gender: undefined
}

addEmployee(['jane', 1234]);

// error: argument of type '[string]' is not assignable to param of type 'readonly [string, number]'
addEmployee(['jane']);
```

# Object Types

# Basic object type

*// Object with specific properties*

```
let entity: { name: string; age: number } = {  
  name: 'John',  
  age: 30  
};
```

*// Type checking*

```
entity = { name: 'Mary', age: '40' }; // error: type 'string' is not assignable to type 'number'
```



# Passing objects to functions

*// Function that takes an object with specific properties*

```
function printPerson(person: { name: string; age: number }) {  
  console.log(`Name: ${person.name}, Age: ${person.age}`);  
}
```

*// Type checking*

```
printPerson({ name: 'John', age: 30 });  
printPerson({ name: 'Mary' }); // error: property 'age' is missing in type '{ name: string; }'
```

# Optional properties

*// Object with optional properties*

```
let person: { name: string; age?: number } = {  
  name: 'John'  
};
```

*// Type checking*

```
person = { name: 'Ann', age: 34 }; // OK
```

```
person = { name: 'Mary', age: '40' }; // error: type 'string' is not assignable to type 'number'
```

# Readonly properties

*// Object with readonly properties*

```
let user: { readonly name: string; age: number } = {  
  name: 'John',  
  age: 30  
};
```

*// Type checking*

```
user.name = 'Mary'; // error: cannot assign to 'name' because it is a read-only property
```

# Index signature

*// We might not know the object's property names, but know the index signature*

```
let stats: { [key: string]: number } = {  
  views: 1000,  
  clicks: 200,  
  conversions: 10  
};
```

*// Type checking*

```
stats.distance = 200; // ok - correct signature
```

```
stats.standard = 'UK'; // error: type 'string' is not assignable to type 'number' - wrong signature
```

# Type inference

```
// book has inferred type { title: string, author: string, year: number, category: string }
```

```
let book = {  
  title: 'The Great Gatsby',  
  year: 1925,  
  category: 'Fiction'  
};
```

```
book = { title: 'To Kill a Mockingbird', year: 1960, category: 'Fiction' }; // ok
```

```
book = {  
  title: '1984',  
  author: 'George Orwell',  
  year: 1949  
};
```

stiamo assegnando delle propr.  
che prima non erano presenti

```
// error: property 'category' is missing
```

```
// error: property 'author' does not exist in type
```

# Functions

# Function parameter type annotations

*// parameter type annotations*

```
function greet(name: string) {  
  console.log(`Hello, ${name}!`);  
}
```

```
const alternateGreet = (name: string) => console.log(name); // as arrow function
```

# Function return type annotations

*// return type annotations*

```
function multiply(a: number, b: number): number {  
    return a * b;  
}
```

```
const mul = (a: number, b: number): number => a * b; // as arrow function
```

*// use void for functions with no documented return value*

```
function speak(word: string): void {  
    console.log(word);  
}
```

```
const talk = (word: string): void => console.log(word); // as arrow function
```



# Function parameters

*// optional parameters*

```
const fullGreet = (first: string, last?: string): void => {  
  const name = last ? `${first} ${last}` : `${first}`;  
  console.log(`Hello ${name}`);  
};  
fullGreet('sam');  
fullGreet('sam', 'altman');
```

*// default parameters*

```
const defaultGreet = (first: string, last: string = 'unknown'): void => {  
  console.log(`Hello ${first} ${last}`);  
};  
defaultGreet('sam');  
defaultGreet('sam', 'altman');
```

# Function parameters

```
// rest parameters are Array types  
function sumWithMultiplier(multiplier: number, ...numbers: number[]): number {  
  return multiplier * numbers.reduce((total, num) => total + num, 0);  
}  
console.log(sumWithMultiplier(2, 1, 2, 3)); // Output: 12  
console.log(sumWithMultiplier(3, 4, 5, 6, 7)); // Output: 66
```

# Union types

# Union types

una variabile può avere molteplici tipi (string | boolean)

In TypeScript, union types allow to specify that a variable or parameter can have multiple types

A union type is defined using the | operator to separate the types

# Union types

```
// defining a union type for a variable  
let employeeId: number | string;  
employeeId = 'S188D7LM';  
employeeId = 1927599;  
employeeId = false; // error: type 'boolean' is not assignable to type 'string | number'  
  
// defining a union type for a function parameter  
function printID(id: number | string): void {  
  console.log(`ID: ${id}`);  
}  
printID(1927599); // output: "ID: 1927599"  
printID('S188D7LM'); // output: "ID: S188D7LM"
```

# Union types

```
// using a type guard to narrow down the type of a variable
function addOrConcat(a: number | string, b: number | string) {
  if (typeof a === 'number' && typeof b === 'number') {
    return a + b; // output type: number
  } else if (typeof a === 'string' && typeof b === 'string') {
    return a.concat(b); // output type: string
  } else {
    throw new Error('Invalid arguments');
  }
}
console.log(addOrConcat(1, 2)); // output: 3
console.log(addOrConcat('hello', 'world')); // output: "helloworld"
console.log(addOrConcat(2, 'world')); // error: Invalid arguments
```

# Interface

# Interface

In TypeScript, interfaces define a contract that describes the shape of an object by specifying the names and types of its properties

This feature enforces type-checking and ensures object conformity to a specific structure

Interfaces can be extended to create new interfaces that inherit the properties of the parent interface, making them even more powerful for writing maintainable code



# Interface example

```
interface Entity {  
  name: string;  
  age: number;  
}
```

*// Object with specific properties*

```
let entity: Entity = {  
  name: 'John',  
  age: 30  
};
```

*// Type checking*

```
entity = { name: 'Mary', age: '40' }; // error: Type 'string' is not assignable to type 'number'
```

# Interface used with functions

*// Interface with specific properties*

```
interface Person {  
  name: string;  
  age: number;  
}
```

*// Object that implements the Person interface*

```
const john: Person = { name: 'John', age: 30 };
```

*// Function that takes an object of type Person*

```
function printPerson(person: Person) {  
  console.log(`Name: ${person.name}, Age: ${person.age}`);  
}
```

*// Type checking*

```
printPerson(john);  
printPerson({ name: 'John', age: 30 });  
printPerson({ name: 'Mary' }); // error: property 'age' is missing in type '{ name: string; }'
```

# Interface with optional properties

*// Object with optional properties using interface*

```
interface Person {  
  name: string;  
  age?: number; // optional  
}
```

```
let person: Person = {  
  name: 'John'  
};
```

*// Type checking*

```
person = { name: 'Ann', age: 34 }; // OK
```

```
person = { name: 'Mary', age: '40' }; // error: type 'string' is not assignable to type 'number'
```

# Interface with readonly properties

*// Object with readonly properties using interface*

```
interface User {  
    readonly name: string;  
    age: number;  
}
```

```
let user: User = {  
    name: 'John',  
    age: 30  
};
```

*// Type checking*

```
user.name = 'Mary'; // error: cannot assign to 'name' because it is a read-only property
```

# Interface with index signature

*// Using an interface to define an object type with an index signature*

```
interface Stats {  
  [key: string]: number;  
}
```

*// Object with index signature defined by interface*

```
let stats: Stats = {  
  views: 1000,  
  clicks: 200,  
  conversions: 10  
};
```

*// Type checking*

```
stats.distance = 200; // ok - correct signature
```

```
stats.standard = 'UK'; // error: type 'string' is not assignable to type 'number' - wrong signature
```

# Interface and type inference

*// Interface with specific properties*

```
interface Person {  
  name: string;  
  age: number;  
}
```

*// Function that takes an object of type Person*

```
function printPerson(person: Person) {  
  console.log(`Name: ${person.name}, Age: ${person.age}`);  
}
```

*// Type inference for object literals*

```
const james = { name: 'James', age: 14 };  
printPerson(james); // james is not of type 'Person' but its shape matches 'Person'  
const mary = { name: 'Mary', age: 40 } as Person;  
printPerson(mary); // mary is of type 'Person'
```

See also: [Duck typing - Wikipedia](#)

# Extending interfaces

# Extending interfaces

TypeScript provides the ability to extend types with interfaces

This allows us to add additional properties or methods to an existing type definition, without modifying the original definition



# Extending interfaces

```
interface Person {  
  name: string;  
  age: number;  
}
```

```
interface Employee extends Person {  
  id: number;  
  department: string;  
}
```

```
const john: Employee = {  
  name: 'John',  
  age: 30,  
  id: 123,  
  department: 'IT'  
};
```

```
function createEmployee(name: string, age:  
number, id: number, department: string): Employee  
{  
  return { name, age, id, department };  
}
```

```
const jane: Employee = createEmployee('Jane', 25,  
456, 'HR');
```

```
function printPerson(person: Person) {  
  console.log(`Name: ${person.name}`);  
  console.log(`Age: ${person.age}`);  
}
```

```
printPerson(jane);
```

# Extending multiple interfaces

```
interface Animal {  
  species: string;  
  legs: number;  
}
```

```
interface Pet {  
  name: string;  
  owner: string;  
}
```

```
interface Dog extends Animal, Pet {  
  bark(): void;  
}
```

```
const fido: Dog = {  
  species: 'Canis familiaris',  
  legs: 4,  
  name: 'Fido',  
  owner: 'Jane',  
  bark: () => console.log('Woof!')  
};
```

# Type aliases

# Type aliases

A type alias is a way to create a new name for an existing type

It allows to give a descriptive name to a complex or custom type, which can make code easier to read and understand

They are similar to interfaces, but can also be used with primitive types or to define a set of string or number literals

# Type aliases

*// alias for primitive types*

```
type MyNumber = number;
```

```
let x: MyNumber = 42;
```

```
let y: number = x; // this is allowed, x and y are the same type
```

*// alias type unions*

```
type Id = number | string;
```

```
let employeeId: Id = 'S188D7LM';
```

```
employeeId = 1927599;
```

```
employeeId = false; // error: type 'boolean' is not assignable to type 'Id'
```

*// a slightly more complex type union*

```
type StringLike = string | (() => string);
```

```
let friend: StringLike = 'sam';
```

```
let getFriend: StringLike = () => {
```

```
    return 'adam';
```

```
};
```

# Type aliases - literals

*// alias a set of string or number literals*

```
type LuckyNumbers = 18 | 27 | 333;
```

```
type Direction = 'up' | 'down' | 'left' | 'right';
```

```
let going: Direction = 'down';
```

```
let heading: Direction = 'sideways'; // error: Type '"sideways"' is not assignable to type 'Direction'
```

# Type aliases - object types

*// alias Object types (similar to interface)*

```
type Person = {  
  name: string;  
  readonly age: number; // readonly  
};
```

*// intersection '&' (similar to extend but with differences)*

```
type Employee = Person & {  
  id: number;  
  department?: string; // optional  
};
```

```
const john: Employee = {  
  name: 'John',  
  age: 30,  
  id: 123,  
  department: 'IT'  
};
```

# Type aliases - object types

*// alias Object types (similar to interface)*

```
type Point = {  
  x: number;  
  y: number;  
};  
const p: Point = { x: 10, y: 10 };
```

*// intersection '&' (similar to extend but with differences)*

```
type Point3D = Point & {  
  z: number;  
};  
const p3: Point3D = { x: 2, y: 17, z: 21 };
```

*// could have also done*

```
type HasZAxis = { z: number; };  
type Point3D = Point & HasZAxis; // intersection  
const p3: Point3D = { x: 2, y: 17, z: 21 };
```



# Type aliases - functions

```
// using Type aliases with functions  
const transform = (p: Point | Point3D): Point => {  
  // flatten p then  
  return p;  
};  
  
type SuperPoint = Point | Point3D;  
const altTransform = (p: SuperPoint): Point => {  
  // do something with p then  
  return p;  
};
```

# Type aliases - functions

*// can define types for functions*

```
type PointTransformer = (p: Point | Point3D) => Point;
```

*// transform2D is a PointTransformer that accepts a Point*

```
const transform2D: PointTransformer = (p: Point): Point => {
```

*// do something with p then*

```
  return p;
```

```
};
```

*// transform3D is a PointTransformer that accepts a SuperPoint = Point | Point3D*

```
const transform3D: PointTransformer = (p: SuperPoint): Point => {
```

*// do something with p then*

```
  return p;
```

```
};
```

# Type casting

Also called type assertions

# Type casting

Type casting using the 'as' keyword is a way to tell the compiler that a value should be treated as a different type than its original type

This can be useful when working with APIs or third-party libraries that may return data in unexpected formats but it can be dangerous if used incorrectly, overriding the type system and leading to errors

TypeScript calls type casting "type assertions"

# Type casting

```
interface Person {  
  name: string;  
  age: number;  
}
```

```
const data = '{"name": "John", "age": 30}'; // data from an external service: API, library, etc.  
const john = JSON.parse(data) as Person;
```

```
console.log(john.name); // "John"  
console.log(john.age); // 30
```

# Enums

# Enums

sono un elenco di label a cui possiamo associare ad essi dei valori

An enum in TypeScript is a data type that allows for defining a set of named constants

It is a way to give more meaning to values in code by assigning them names, making them more readable and maintainable

The values in an enum are usually integers, but they can also be strings  
Enums are also useful because most editors provide autocompletion of values

# Numeric example

```
enum DayOfWeek {  
    Monday,  
    Tuesday,  
    Wednesday,  
    Thursday,  
    Friday,  
    Saturday,  
    Sunday  
}
```

```
console.log(DayOfWeek.Monday); // Output: 0  
console.log(DayOfWeek.Friday); // Output: 4  
console.log(DayOfWeek.Sunday); // Output: 6
```

```
// enum values are assigned automatically if not initialized  
// numeric enums start at 0 and increase by 1 for each following value
```



# Initialized numeric enum

esempio in cui si inizializzano i label dell'ENUM

```
// fully initialized enum
```

```
enum StatusCode {  
    OK = 200,  
    NotFound = 404,  
    ServerError = 500  
}
```

```
console.log(StatusCode.OK); // Output: 200
```

```
console.log(StatusCode.NotFound); // Output: 404
```

```
console.log(StatusCode.ServerError); // Output: 500
```

# String enum

```
// string enum
enum LogLevel {
    Error = 'ERROR',
    Warn = 'WARN',
    Info = 'INFO',
    Debug = 'DEBUG'
}

console.log(LogLevel.Error); // Output: 'ERROR'
console.log(LogLevel.Info); // Output: 'INFO'
console.log(LogLevel.Debug); // Output: 'DEBUG'
```

**Note:** enums should be numeric or string; don't mix types if you don't have a good reason

# Partially initialized enum

```
// partial enum
```

```
enum Feeling {  
    Happy,  
    Sad = 12,  
    Bored,  
    Giddy  
}
```

```
console.log(Feeling.Happy); // Output: 0  
console.log(Feeling.Sad); // Output: 12  
console.log(Feeling.Bored); // Output: 13
```

# Generics

# Generics

The usage of generics facilitates the creation of flexible and reusable code by defining placeholders for types that can be specified later

This means that functions, classes, and interfaces can operate with various types without the need to specify them directly

[TypeScript: Documentation - Generics](#)

# Generics

TypeScript uses generics for example for arrays using the syntaxes `type[]` and `Array<type>`

- `Array<string>` and `string[]` are used to declare an array of strings
- `Array<number>` and `number[]` are used to declare an array of numbers
- `string[]` and `number[]` are more commonly used because they are easier to read

```
// Array<string>
```

```
const fruits1: Array<string> = ['apple', 'banana', 'orange'];
```

```
// string[]
```

```
const fruits2: string[] = ['apple', 'banana', 'orange'];
```

```
// Array<number>
```

```
const numbers1: Array<number> = [1, 2, 3, 4];
```

```
// number[]
```

```
const numbers2: number[] = [1, 2, 3, 4];
```

# Generic function

funzione che riceve un valore DI UN TIPO  
funzione che restituisce un valore DELLO STESSO TIPO

```
function identity<T>(arg: T): T {  
  return arg;  
}
```

*// usage*

```
let output = identity<string>('hello');  
console.log(output); // "hello"
```

```
let output2 = identity<number>(5);  
console.log(output2); // 5
```

# Generic function with interface

```
function identity<T>(arg: T): T {  
    return arg;  
}
```

```
interface Identity<T> {  
    (arg: T): T;  
}
```

*// specific type functions based on the generic*

```
const stringIdentityFn: Identity<string> = identity;  
const numberIdentityFn: Identity<number> = identity;
```

```
console.log(stringIdentityFn('example')); // Output: "example"  
console.log(numberIdentityFn(42)); // Output: 42
```



# Generic interface

```
interface Container<T> {  
  value: T | null;  
  getValue(): T | null;  
  setValue(value: T): void;  
}
```

```
let sam: Container<string> = {  
  value: null,  
  setValue(v: string): void {  
    this.value = v;  
  },  
  getValue() {  
    return this.value;  
  }  
};
```

```
sam.setValue('altman');  
console.log(sam.getValue());
```

# Generic class

```
class ContainerClass<T> implements Container<T> {  
    value: T | null;  
  
    constructor(value?: T) {  
        this.value = value || null;  
    }  
  
    setValue(value: T): void {  
        this.value = value;  
    }  
  
    getValue(): T | null {  
        return this.value;  
    }  
}
```

```
// using the same interface as before  
interface Container<T> {  
    value: T | null;  
    getValue(): T | null;  
    setValue(value: T): void;  
}
```

# Generic class

*// example with type string and constructor parameter*

```
let sam: Container<string> = new ContainerClass<string>('altman');  
console.log(sam.getValue()); // "altman"
```

*// example with type number and no constructor parameter*

```
let numberBox: Container<number> = new ContainerClass<number>();  
numberBox.setValue(42);  
console.log(numberBox.getValue()); // 42
```

# Utility Types

Utility types are built-in type operators that allow manipulating and transforming existing types in various ways

A few examples

- `Awaited<Type>`
- `Partial<Type>`
- `Required<Type>`
- `Readonly<Type>`

[TypeScript: Documentation - Utility Types](#)

Your turn

# 1. Rewrite

- Create a basic typescript project that contains
  - src/ dist/ folders
  - a tsconfig.json file
  - a main.ts file
  - an index.html file that links to the compiled .js file in the dist/ folder
- Choose any of your previous Javascript exercises or projects
  - Rewrite it using typescript
  - Think where typescript can improve the safety of your code or simplify it
  - Compile your code and make sure it works like the original version, or maybe better

# References

[Documentation - Everyday Types](#)

[Documentation - Object Types](#)

[Documentation - More on Functions](#)

[Handbook - Enums](#)

# References

[Unions and Intersections](#)

[Classes](#)

[Documentation - Generics](#)