Objects in typeScript

Primitive

What is a primitive TypeScript?

**Simple types are also called the primitive types and they belong to built-in predefined types found in TypeScript**. The primitive data type is number, string, boolean, null type, and undefined types.

Or

These are basic data structures and are directly operated upon by machine instruction.

It is nothing but basic DS it is not depending on compiler it is directly understand by machine

Ex: - integer, floating point ,string , character etc…

What is difference between primitive and non-primitive in JS?

**The Primitive Data types in javascript or typeScript include Number, String, Boolean, Undefined, Null and Symbol.** **The Non-Primitive data type has only one member**

**i.e. the Object**.

Or

These are complicated D.S emphasizing on structuring of a group of homogeneous or heterogeneous data items.

It is totally depends on group of items or group of element

Ex: - Array, list, files, tree and group

* **Homogeneous**: -

Data elements are of same

Ex: - Array

* **Non-homogeneous**: -

Data elements are of same

TypeScript Enums

What is the purpose of an enum?

Enumerations make for clearer and more readable code, particularly when meaningful names are used. The benefits of using enumerations include: Reduces errors caused by transposing or mistyping numbers. Makes it easy to change values in the future.

There are **three** types of Enums in TypeScript. These are:

* Numeric Enums
* String Enums
* Heterogeneous Enums

## **Numeric Enums**

Numeric enums are **number-based** enums, which store values as numbers. It means we can assign the number to an instance of the enum.

**Example**

In the below example, we have a numeric enum named **Direction**. Here, we initialize **Up** with 0, and all of the following members are **auto-incremented** from that point. It means Direction.Up has the value 0, **Down** has 1, **Left** has 2, and **Right** has 3.

Ex2:-

We can provide any values to the enum members, which looks like the below example.

## Heterogeneous Enums

The heterogeneous which contains both **string** and **numeric** values..

Type Alias

Type alias **allow you to create a new name for an existing type**.

Functions

Function is a block of code designed to perform a particular task