

What is Typescript?

TypeScript is JavaScript with syntax for types.

- **Errors** some of them can be noticed before deployment
- **Tools** most Editors support it and have tools for it
- **Developer Experience** if You know it well enough otherwise use any

```
1 let s: any = "I don't care enough";
```

- 🙇 **Inference** Typescript understands JS, it can infer when possible
- Progressive we can add it, incrementally and opt-in

```
// @ts-check
function oh(array) {
  if (orray.length > 0) {
    return array;
}
}
```

Basic Types

see if you can solve this simple problem from

```
1  // * 1. Boolean
2  var isDone = false;
3
4  // * 2. Number
5  var hex = 0xf00d;
6  var binary = 10;
7
8  // * 3. String
9  var color = "blue";
10  color = "red";
11
12  // * 4. Array
13  var list = [1, 2, 3];
14  var list = [1, 2, 3];
```

later on we will try to solve more problems from this repo, shout out and thanks to

@mattpocockuk





ENUMS

```
type ColorEnum = "red" | "blue" | "green";

let ENUM_COLOR: ColorEnum = "blue";
```

Types and Interfaces

```
type BasicColor = string;
interface ColorInterface {
  red: BasicColor;
  green: BasicColor;
  blue: number;
  colorGenerator: (colorName:string)=>string
type ColorByType = {
  red: BasicColor;
  green: string;
  blue: number;
  colorGenerator: (colorName:string)=>string
};
```

Typing Functions

```
// inline typing
function add(x: number, y: number): number {
    return x + y;
}

// or use Interface and types
// a type
type minus = (firstNumber:number,secondNumber:number)=> number
const x :minus = (firstNumber:number,secondNumber:number)=> firstNumber - secondNumber
// an interface
interface IMinus {
    (firstNumber: string, secondNumber: string): number;
}

const y : IMinus = (firstNumber:number,secondNumber: number)=> firstNumber - secondNumber
```

