

## Notes - 3/14: SENT

Thursday, July 07, 2011 7:12 PM

Type system:

- bool
- int
- double
- string
- <classes>
- <interfaces>
- <arrays>
- Any?
  - Can ==, ===
- Functions:

DOM:

- `Input input = (Input)doc.getElementById("...")`
- Will developers buy into this?
- Or generics:
  - `Input input = doc.getElementById<Input>("...")`

Implicit explicit cast:

- Or implicit downcast
- Can assignments and parameters

A world where you use interfaces for external things and classes for internal things is awkward because you have to say things twice.

**Decision:** Feels like consistency is important – classes and interfaces both support implicit downcasts, classes are enforced at runtime.

Better syntax for lambdas?

Implicit:

- `bool -dotdotdotdot > string`
- `int -dotdotdotdot > double`
- `int -dotdotdotdot > string`
- `double -dotdotdotdot > string`

`interfaces -dotdotdotdot > classes`

Overloading: Should the result type not be allowed to differ? jQuery does that.

Can envision a `Promise<int>` constructor or “int!”

**From:** Luke Hoban

**Sent:** Monday, March 14, 2011 9:49 AM

**To:** Strada Design Team

**Subject:** Strada Design Meeting Agenda: 3/14

Some possible topics from the design issues backlog:

- Review of metadata encoding (PBctor)
- Arrays
- Typing of ES5 builtins (Strada core library)
- Optional parameters

- Varargs
- Typeswitch

Others?