8- (optional) Typescript Mastery

*this question isn’t required but it has a high score.*

your team decided to implement a class that have a **addOne** method that always add 1 to any number it receives. but you want to be able to programatically change the result of that function without modifying the function. your senior developer describe to you that the class should look like below code.

he gives you a sample code and a result. the code below should return 5.

the class receive 2, add one to it (3), then multiply it by 2 (6), then subtract 1 from it (5).

((2+1)\*2)-1 =5

implement the **@subtract** and **@multiply** in typescript.

#### You can’t change the code below.

|  |
| --- |
| class **MathClass**{    **@subtract**(1)  **@multiply**(2)  **addOne**(number:number) {  return number+1;  }  }    console.**log**(new MathClass().**addOne**(2)) *//should print 5* |

# Answer

The answer is in the “calculationDecorators.ts” file that is supplied besides this document. Here I have plainly just answered the minimal requirement of the question. Maybe I could add a class and generalize a bit more but since I couldn’t change the signature of the call to the decorators I didn’t bother.