

TypeScript

入門3

Getting Started

Hello, world!

Hello, world!

```
hello.ts
                                               // hello.ts
拡張子は .ts
                                               console.log('Hello, world!');
Window → New Terminal
                                                            File
                                                                                     Goto Run Tools
                                                                                                           Window
                                                    Cloud9
                                                                  Edit Find View
                                                                                                                                Preview
実行してください
                                               Workspace
                                                                                                              New Terminal
                                                                                  T
                                                      ▼ code
                                                                           #:-
                                                                                         hello.ts
                                                                                                             New Immediate Window
                                                         hello.ts
                                                                                    1 // hello.ts
                                                                                                              Installer...
                                                                                       console.log('Hell
                                                                                    3
                                                                                                                             ¥ ĉ E

    Outline

                                               Navigate

    Workspace

                                                                                                                                χU

    Debugger

                                                                                                                           X EI X P

    Navigate

                                               Commands

    Commands

                                                                                                                                 ж.

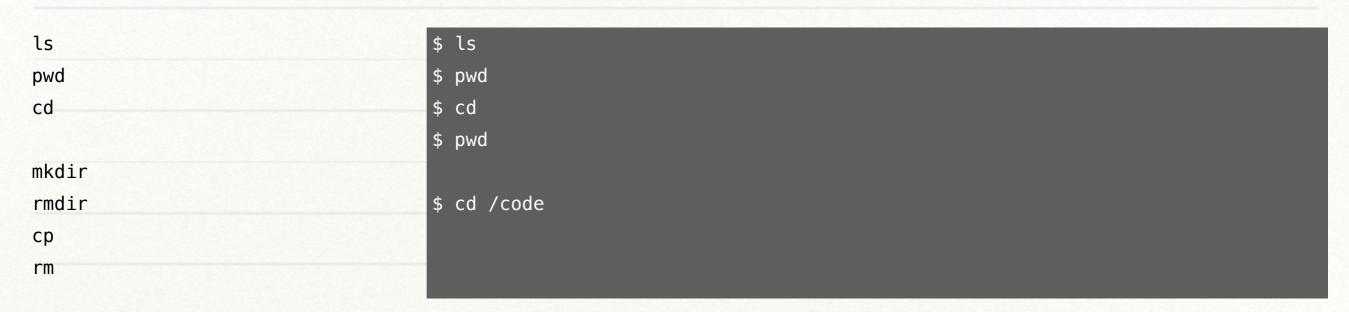
✓ Changes

                                                                                                             Navigation
                                               Changes
                                                                                                             Saved Layouts
                                                                                                              Tabs
                                                                                                              Presets
```

deno

10 Things I Regret About Node.js - Ryan Dahl

deno run <i>filename</i> .ts	<pre>\$ deno run hello.ts</pre>
help	Hello, world!
reload	



zip -r file.zip dir

interface

JavaScript

```
// ex1.js
                                   function print(p) {
                                       console.log(p);
                                   }
                                   let p2 = { x: 10, y: 20 };
                                   let p3 = { x: 1, y: 2, z: 3 };
                                   print(p2);
                                   print(p3);
                                   p2 = p3;
                                   print(p2);
代入できてしまう
                                   p2.z = 0;
```

```
$ deno run ex1.js
{ x: 10, y: 20 }
{ x: 1, y: 2, z: 3 }
{ x: 1, y: 2, z: 3 }
```

class extends(Object指向)

```
class
                                    // ex2.ts
extends
                                    class Point2 {
                                        constructor(public x: number, public y: number) { }
                                    }
                                    class Point3 extends Point2 {
                                        constructor(x: number, y: number, public z: number) {
                                            super(x, y);
                                    function print(p: Point2) {
                                        console.log(p);
                                    }
                                    let p2 = new Point2(10, 20);
                                    let p3 = new Point3(1, 2, 3);
                                    print(p2);
                                    print(p3);
                                    p2 = p3;
                                    print(p2);
                                    // p2.z = 0;
```

interface extends

```
interface
                                    // ex3.ts
extends
                                    interface Point2 {
                                        x: number;
newなしで使用
                                        y: number;
                                    interface Point3 extends Point2 {
                                        z: number;
                                    }
                                    function print(p: Point2) {
                                        console.log(p);
                                    }
                                    let p2: Point2 = { x: 10, y: 20 };
                                    let p3 = \{ x: 1, y: 2, z: 3 \} as Point3;
                                    print(p2);
                                    print(p3);
                                    p2 = p3;
                                    print(p2);
                                    // p2.z = 0;
```

Duck Typing

```
interface
                                    // ex4.ts
                                    interface Point2 {
継承しなくても0K
                                        x: number;
                                        y: number;
                                    interface Point3 {
                                        x: number;
                                        y: number;
                                        z: number;
                                    function print(p: Point2) {
                                        console.log(p);
                                    }
                                    let p2: Point2 = { x: 10, y: 20 };
                                    let p3 = \{ x: 1, y: 2, z: 3 \} as Point3;
                                    print(p2);
                                    print(p3);
                                    p2 = p3;
                                    print(p2);
                                    // p2.z = 0;
```

```
$ deno check ex2.ts
Check file:///Users/shingo1551/Documents/github/course/ts3/lesson1/ex2.ts
error: TS2339 [ERROR]: Property 'z' does not exist on type 'Point2'.
p2.z = 0;
    at file:///Users/shingo1551/Documents/github/course/ts3/lesson1/ex2.ts:25:4
$ deno check ex3.ts
Check file:///Users/shingo1551/Documents/github/course/ts3/lesson1/ex3.ts
error: TS2339 [ERROR]: Property 'z' does not exist on type 'Point2'.
p2.z = 0;
    at file:///Users/shingo1551/Documents/github/course/ts3/lesson1/ex3.ts:24:4
$ deno check ex4.ts
Check file:///Users/shingo1551/Documents/github/course/ts3/lesson1/ex4.ts
error: TS2339 [ERROR]: Property 'z' does not exist on type 'Point2'.
p2.z = 0;
    at file:///Users/shingo1551/Documents/github/course/ts3/lesson1/ex4.ts:26:4
```

Type Guard

```
// ex1.js
function f(x) {
    console.log(x.slice(1));

    if (typeof x === 'string')
        console.log(x.slice(2));
}

f('123');
f(123);
```

```
// ex1.ts
function f(x: number | string) {
    console.log(x.slice(1));

    if (typeof x === 'string')
        console.log(x.slice(2));
}

f('123');
f(123);
```

```
// ex2.ts
class Foo {
   foo = 123;
class Bar {
    bar = 'abc';
}
function f(arg: Foo | Bar) {
   console.log(arg.foo);
   if (arg instanceof Foo)
        console.log(arg.foo);
f(new Foo());
f(new Bar());
```

```
// ex3.ts
interface Foo {
    foo: number;
interface Bar {
    bar: string;
function f(arg: Foo | Bar) {
    console.log(arg.foo);
    if ('foo' in arg)
        console.log(arg.foo);
f({ foo: 123 });
f({ bar: 'abc' });
```

```
// ex4.ts
interface Foo {
   t: 'foo';
    foo: number;
interface Bar {
   t: 'bar';
    bar: string;
function f(arg: Foo | Bar) {
    console.log(arg.foo);
    if (arg.t === 'foo')
       console.log(arg.foo);
f({ t: 'foo', foo: 123 });
f({ t: 'bar', bar: 'abc' });
f({ t: 'boo', bar: 'abc' });
```

```
$ deno check ex4.ts
Check file:///Users/shingo1551/Documents/github/course/ts3/lesson2/ex4.ts
error: TS2339 [ERROR]: Property 'foo' does not exist on type 'Foo | Bar'.
  Property 'foo' does not exist on type 'Bar'.
    console.log(arg.foo);
                    ~~~
    at file:///Users/shingo1551/Documents/github/course/ts3/lesson2/ex4.ts:13:21
TS2322 [ERROR]: Type '"boo" is not assignable to type '"foo" | "bar".
f({ t: 'boo', bar: 'abc' });
    at file:///Users/shingo1551/Documents/github/course/ts3/lesson2/ex4.ts:21:5
    The expected type comes from property 't' which is declared here on type 'Foo | Bar'
        t: 'foo';
        at file:///Users/shingo1551/Documents/github/course/ts3/lesson2/ex4.ts:3:5
Found 2 errors.
```

```
// ex5.ts
interface Foo {
   t: 'foo';
   foo: number;
interface Bar {
   t: 'bar';
    bar: string;
function f(arg: Foo | Bar) {
    switch (arg.t) {
        case 'foo':
            console.log(arg.foo);
            break;
        case 'bar':
            console.log(arg.bar);
            break;
f({ t: 'foo', foo: 123 });
f({ t: 'bar', bar: 'abc' });
```

```
$ deno run ex5.ts
123
abc
```

例外処理

```
// ex1.ts
let s: any;

console.log(s.length);
```

```
try {
    ...
} catch (e) {
    ...
} finally {
    ...
}
```

```
// ex2.ts
let s: any;

try {
    console.log('pass 1');
    console.log(s.length)
    console.log('pass 2');
} catch (e) {
    console.log('pass catch');
} finally {
    console.log('pass finally');
}
```

```
$ deno run ex2.ts
pass 1
pass catch
pass finally
```

```
// ex3.ts
                              function f1() {
                                  try {
                                      throw 'Exception';
throw string
                                  } catch (e) {
                                      console.log(e);
throw Error(string)
                                  }
                              f1();
                              function f2() {
                                  try {
                                      throw Error('Exception!!!');
                                  } catch (e) {
                                      console.log(e);
                                  }
                              f2();
```

```
$ deno run ex3.ts
Exception
Error: Exception!!!
  at f2 (file:///Users/shingo1551/Documents/github/course/ts3/lesson3/ex3.ts:13:15)
  at file:///Users/shingo1551/Documents/github/course/ts3/lesson3/ex3.ts:18:1
```

asyc, await

非同期IO

InternetはIOが多い Multi Thread Multi Threadで同時処理を行なうと、 IO待ちによるsleepが長時間発生する Smart Phone C10K問題 Threadごとに多くのメモリーが割り当てられるた め、メモリーが枯渇し処理不能に陥った Internet 10待ちが発生すると、別の処理を行う 非同期IO C10K問題 Web Server Application Server 1つのThreadで処理するため、メモリーが枯渇しない Database Server

async, await

```
Promise
resolve
reject
```

```
// ex1.ts
export function resolveAfter(sec: number, b: boolean) {
    return new Promise((resolve, reject) => {
        setTimeout(() => {
            if (b)
                resolve('resolved');
            else
                reject('rejected');
        }, sec * 1000);
    });
}
```

```
async

try {
    ...
    await
    ...
} catch (e) {
    ...
}
```

```
// ex2.ts
import { resolveAfter } from './ex1.ts';

export async function asyncCall(sec: number, b: boolean) {
    try {
        console.log('pass 1');
        console.log(await resolveAfter(sec, b));
    } catch (e) {
        console.log('catch:', e);
    }
}
```

await

```
// ex3.ts
import { asyncCall } from './ex2.ts';

asyncCall(2, true);
console.log('pass 2');

asyncCall(2, false);
console.log('pass 3');
```

```
$ deno run ex3.ts
pass 1
pass 2
pass 1
pass 3
resolved
catch: rejected
```

```
// ex4.ts
import { asyncCall } from './ex2.ts';

await asyncCall(2, true);
console.log('pass 2');

await asyncCall(2, false);
console.log('pass 3');
```

```
deno run ex4.ts

pass 1

resolved

pass 2

pass 1

catch: rejected

pass 3
```

then

Callback Hell

```
$ deno run ex6.ts
pass 1
OK: resolved
pass 2
pass 1
NG: rejected
pass 3
```

Http Server

Http Server (Standard Library)

```
import { serve } from ...
import { serve } from 'https://deno.land/std/http/server.ts';

const s = serve({ port: 8080 });
for await
for await (const req of s) {
    req.respond({ body: 'Hello World\n' });
}

--allow-net
--watch
$ deno run --allow-net --watch ex1.ts
```

実行して、ブラウザで表示してみましょう

http://localhost:8080/

Http Server (続き)

```
// ex2.ts
                                    import { serve } from 'https://deno.land/std/http/server.ts';
                                    const headers = new Headers([['content-type', 'text/html; charset=UTF-8']]);
Headers
                                    const body = `
                                    <html>
                                      <body>
                                       <h1>Hello World!</h1>
                                      </body>
                                    </html>
                                    const s = serve({ port: 8080 });
                                    for await (const req of s) {
                                        if (req.method === 'GET' && req.url === '/')
                                            req.respond({ body: body, headers: headers });
                                        else
                                            req.respond({ status: 404 });
```

実行して、ブラウザで表示してみましょう

http://localhost:8080/

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```
$ deno run --allow-net ex2.ts
```

API Server

```
// ex3.ts
import { serve } from 'https://deno.land/std/http/server.ts';
import { api as member } from './ex4.ts';

const s = serve({ port: 8080 });
for await (const req of s) {
   const url = req.url;

   if (url.startsWith('/member'))
      member(req);
   else
      req.respond({ status: 404 });
}
```

```
$ deno run --allow-net ex3.ts
```

実行して、ブラウザで表示してみましょう

http://localhost:8080/member/id-001

```
// ex4.ts
import { ServerRequest } from 'https://deno.land/std/http/server.ts';
import * as db from './ex5.ts';
export function api(reg: ServerReguest) {
 const method = req.method;
 try {
    if (method === 'GET')
     get(reg);
    else
      req.respond({ status: 404 });
 } catch (_e) {
    req.respond({ status: 400 });
const headers = new Headers([['content-type', 'application/json']]);
function get(req: ServerRequest) {
 const body = { status: 0, member: db.get(parseUrl(req.url)) };
  reg.respond({ body: JSON.stringify(body), headers: headers });
function parseUrl(url: string) {
 const params = url.split('/');
 if (params.length !== 3 || !params[2])
   throw 'Bad Request';
  else
    return params[2];
```

```
// ex5.ts
                                   export interface Member {
                                     name: string;
                                     age: number;
                                   interface MemberDB {
                                      [index: string]: Member;
[index: string]: Member;
                                    }
                                    const memberdb: MemberDB = {
                                      'id-001': { name: 'suzuki', age: 30 },
                                      'id-002': { name: 'tanaka', age: 40 },
                                   };
                                   export function get(id: string) {
                                     return memberdb[id];
                                    }
```

Http Client

fetch

```
// ex1.ts
                                    fetch('http://localhost:8080/member/id-001')
fetch ... then
                                        .then((res) => {
                                            return res.json();
res.json()
                                        }).then((obj) => {
                                            console.log(obj);
                                        });
                                    fetch('http://localhost:8080/member/id-002')
                                        .then(res => res.json()).then(obj => console.log(obj));
                                    try {
                                        const res = await fetch('http://localhost:8080/member/id-002');
                                        console.log(await res.json());
                                    } catch (e) {
                                        console.log(e);
```

```
$ deno run --allow-net ex1.ts
{ status: 0, member: { name: "tanaka", age: 40 } }
{ status: 0, member: { name: "tanaka", age: 40 } }
{ status: 0, member: { name: "suzuki", age: 30 } }
```

```
// ex2.ts
import { Member } from './ex5.ts';
const member: Member = {
    name: 'yamada',
    age: 45
}
const headers = new Headers([['content-type', 'application/json']]);
const opt = {
    method: 'POST',
    headers: headers,
    body: JSON.stringify(member)
};
fetch('http://localhost:8080/member/id-003', opt)
    .then((res) => {
        return res.json();
    }).then((obj) => {
        console.log(obj);
    });
```

```
$ deno run --allow-net ex2.ts
{ status: 0 }
```

API Server

```
// ex3.ts
import { serve } from 'https://deno.land/std/http/server.ts';
import { api as member } from './ex4.ts';

const s = serve({ port: 8080 });
for await (const req of s) {
    const url = req.url;

    if (url.startsWith('/member'))
        await member(req);
    else
        req.respond({ status: 404 });
}
```

```
// ex4.ts
                                             import { ServerRequest } from 'https://deno.land/std/http/server.ts';
                                              import { readAll } from 'https://deno.land/std/io/util.ts';
                                             import * as db from './ex5.ts';
                                             export async function api(req: ServerRequest) {
                                               const method = req.method;
                                               try {
                                                 if (method === 'GET')
                                                   get(req);
                                                  else if (method === 'POST')
                                                   await post(reg);
                                                 else
                                                    req.respond({ status: 404 });
                                               } catch (e) {
                                                  req.respond({ status: 400 });
                                               }
                                             const headers = new Headers([['content-type', 'application/json']]);
                                             function get(req: ServerRequest) {
                                               const body = { status: 0, member: db.get(parseUrl(req.url)) };
                                               req.respond({ body: JSON.stringify(body), headers: headers });
                                             async function post(req: ServerRequest) {
readAll
                                               const buff = await readAll(req.body);
                                               const text = new TextDecoder("utf-8").decode(buff);
TextDecorder
                                               db.set(parseUrl(req.url), JSON.parse(text));
                                               req.respond({ body: JSON.stringify({ status: 0 }), headers: headers });
                                             function parseUrl(url: string) {
                                               const params = url.split('/');
                                               if (params.length !== 3 || !params[2])
                                                 throw 'Bad Request';
                                               else
                                                  return params[2];
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```

```
// ex5.ts
                                    export interface Member {
                                      name: string;
                                      age: number;
                                    interface MemberDB {
                                      [index: string]: Member;
                                    const memberdb: MemberDB = {
                                      'id-001': { name: 'suzuki', age: 30 },
                                      'id-002': { name: 'tanaka', age: 40 },
                                    };
                                    export function get(id: string) {
                                      return memberdb[id];
                                    export function set(id: string, member: Member) {
                                      memberdb[id] = member;
                                    }
                                    export function del(id: string) {
                                      delete memberdb[id];
delete
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```

Question



```
// ext4.ts
    省略
export async function api(req: ServerRequest) {
 const method = req.method;
 try {
    if (method === 'GET')
     get(req);
    else if (method === 'POST')
      await post(req);
    else if (method === 'DEL')
     del(req);
    else
      req.respond({ status: 404 });
 } catch (e) {
    req.respond({ status: 400 });
    省略
function del(req: ServerRequest) {
 db.del(parseUrl(req.url));
 req.respond({ body: JSON.stringify({ status: 0 }), headers: headers });
```

```
// ans2.ts
const opt = {
    method: 'DEL'
};

fetch('http://localhost:8080/member/id-001', opt)
    .then((res) => {
        return res.json();
    }).then((obj) => {
        console.log(obj);
    });
```

```
$ deno run --allow-net ans2.ts
{ status: 0 }
```

Appendix

Http Client

```
Runtime API
                                         // fetch.ts
                                         import { Request, Result } from './interface.ts';
    Deno.readFileSync
                                         const headers = new Headers([['content-type', 'application/json']]);
    Deno.args
                                         const results = [] as Result[];
                                         const decoder = new TextDecoder("utf-8");
                                         const data = Deno.readFileSync(Deno.args[0]);
                                         const scenario = JSON.parse(decoder.decode(data)) as Request[];
                                         for (const req of scenario) {
                                             const opt = {
                                                 method: req.method,
                                                 headers: headers,
                                                 body: req.member ? JSON.stringify(req.member) : undefined
                                             };
                                             try {
                                                 const res = await fetch(`http://localhost:8080/member/${req.id}`, opt);
res.status
                                                 if (res.status !== 200)
                                                     results.push({ req: req, err: "" + res.status });
                                                 else
                                                     results.push({ reg: reg, res: await res.json() });
                                             }
                                             catch (e) {
                                                 console.error(e);
                                                 results.push({ req: req, err: '' + e });
                                             }
                                         console.log(results);
```

```
// interface.ts
export interface Member {
    name: string;
    age: number;
export interface Request {
    method: 'GET' | 'POST' | 'DEL';
    id: string;
    member?: Member;
export interface Response {
    status: number;
    member?: Member;
export interface Result {
    req: Request;
    res?: Response;
    err?: string;
```

scenario.json

```
"method": "GET",
  "id": "id-001"
},
  "method": "POST",
  "id": "id-002",
  "member": {
    "name": "nakamura",
    "age": 19
},
  "method": "PUT",
  "id": "id-003",
  "member": {
    "name": "nakamura",
    "age": 19
},
  "method": "DEL",
  "id": "id-002"
```

```
$ deno run --allow-read --allow-net fetch.ts scenario.json
--allow-read
scenario.json -> Deno.args[0]
                                    req: { method: "GET", id: "id-001" },
                                    res: { status: 0, member: { name: "suzuki", age: 30 } }
                                  },
                                    req: { method: "POST", id: "id-002", member: { name: "nakamura", age: 19 } },
                                    res: { status: 0 }
                                  },
                                    req: { method: "PUT", id: "id-003", member: { name: "nakamura", age: 19 } },
                                    err: "404"
                                  },
                                  { req: { method: "DEL", id: "id-002" }, res: { status: 0 } }
```

Link

TypeScript https://www.typescriptlang.org deno https://deno.land 10 Things I Regret About Node.js https://youtu.be/M3BM9TB-8yA Visual Studio Code (VScode) https://code.visualstudio.com

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