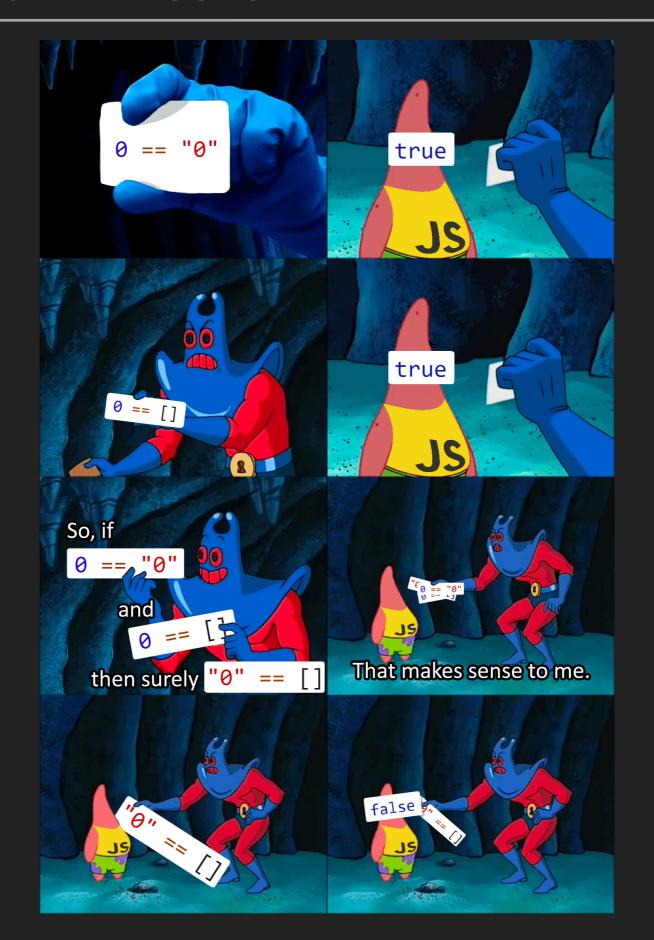
# WRITE BETTER JAVASCRIPT

# TYPESCRIPT

#### THE WHAT

- Developed by Microsoft for internal use in 2010
- Public release in 2012
- Superset of JavaScript
  - All valid JS is valid TS
- Adds optional static typing to your JavaScript
- Write TS in development, ship JS to the browser/server

# INSERT LOOK HOW BAD JS IS MEME HERE



### **COMPILE TO JS**

- Feel like JavaScript is missing something? Or it's just quirky? Or you don't want to take the time to learn it?
- A collection of languages or extensions that compile to JavaScript
- Write in a language you know
- Write in paradigms and patterns you're comfortable with
- Compile to JS to run in browser/node











#### THE WHY

- Quick Transition
  - .js -> .ts
  - Optional typings = progressive adoption
- Rich IDE Support
  - Intellisense
- Self Documenting
- Write Modern JavaScript and transpile to target version
- Strict typing = More bugs caught in development

#### **GETTING STARTED**

- Install the compiler
  - yarn global add tsc || yarn add -D tsc
- Initialize a TypeScript project
  - tsc --init
  - tsconfig.json
  - Compiler Options
- tslint vs. eslint?

# **EXAMPLES**

- Built-in Types
- Custom Types
- Union Types
- Interfaces

#### **3RD PARTY LIBRARIES?**

- Generally only a concern if `nolmplicitAny` is set to true
- Many modules will include type definitions for their export methods and variables
- Some you'll have to install separately
  - Yarn add @types/[package-name]

#### **ENVIRONMENTS**

- React
  - New app: create-react-app my-app --typescript
  - Integrate: npm install typescript @types/node @types/react @types/react-dom @types/jest
- Node
  - npm install typescript @types/node -> node lib/index.js
  - npx ts-node script.ts
- Deno (TS adoption)
  - Deno will ship with the TS compiler

#### **RESOURCES**

- https://github.com/jashkenas/coffeescript/wiki/list-oflanguages-that-compile-to-js
- https://medium.com/palantir/tslint-in-2019-1a144c2317a9
- https://www.typescriptlang.org/docs/handbook/compileroptions.html