Section Review

- TypeScript is JavaScript with types. Think of it like an **enhanced** version of JavaScript with type checking.

- We can declare the **types** of various JavaScript constructs like variables, constants, parameters, return values, and more.

Section Review

- TypeScript *infers* the type of a value based on its original assignment or internal logic. However, its inference is not perfect; feel free to correct it whenever it is wrong.

Section Review

- The **any** type can represent any type of value. It is an anti-pattern because it defeats the purpose of TypeScript. If you want to skip typing, consider using **unknown** instead. The **unknown** type will require a type guard before you perform an operation.

Section Review

- We can declare types for arrays and objects as well. The more detail, the better the type checking.
  - **string[]** is a different type than **number[]**
  - **{ name: string }** is a different type than **object**.

Section Review

- Declare optional object properties with the **?** symbol at the end of the property name.

- An **interface/type** allows us to define a name for a reusable object type.

Section Review

- A **generic** is a “generic type” whose exact type will be provided later when a function is invoked. Generics allow us to craft a reusable function instead of creating a duplicate one for each possible type variation.