



Workshop

TypeScript Introduction

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Hint for trainers

- Report each change or addition to the **trainers'** Discord-Channel.
- Tell which Slide is affected, why the change is important and what benefit your change provides.
- Use the [code-highlighting-app](#) if you work with code-snippets.
- Use the following slide if you want to repeat certain topics of the workshop.

Task: Test your knowledge

TypeScript

any

strictNullChecks

Enum

Type Alias

Utility types

Type inference

@ts-ignore

Interfaces

Generics

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TypeScript

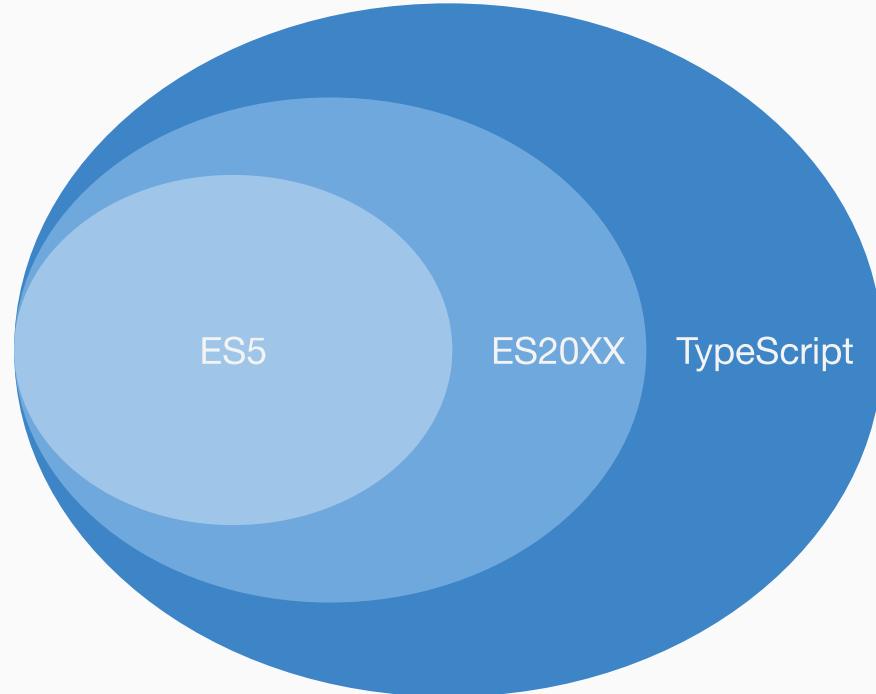
JavaScript with syntax for types

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TypeScript is a **typed superset** of JavaScript
that **compiles to plain JavaScript.**

TypeScript is a superset

- Superset of ECMAScript
- Compiles to clean code
- Optional Types



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Why TypeScript

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Why TypeScript

- Types make code more secure
- Understand how to use a function by just looking at its declaration
- Types serve as documentation (e.g. what comes in and what goes out of functions)
- Statement completion and code refactoring
- Familiarity with other typed programming languages
- Be safe against JS type coercions
- Avoid simple unit tests (`expect(service.get).toBeDefined`)

The result: better maintenance for long-living projects

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Types

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Types in TypeScript - Variables

<code>

Types exist for primitive types.

```
let isDone: boolean = true;
```

```
let size: number = 42;
```

```
let firstName: string = 'Lena';
```

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Types in TypeScript - Variables

<code>

Types exist for reference types.

```
const attendees: string[] = ['Elias', 'Anna'];
const attendees: Array<string> = ['Elias', 'Anna'];
const attendees: ReadonlyArray<string> = ['Elias', 'Anna'];
const myPair: [string, number] = ['Elias', 22];
```

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Types - any

<code>

any takes any type. You are in JavaScript-Land.

```
let question: any = 'Can be a string';

question = 6 * 7;
question = false;
```

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Types - unknown

<code>

`unknown` takes any type - but you cannot access any property unless you check for its existence

```
let vAny: any = 10;           // We can assign anything to any
let vUnknown: unknown = 10; // We can assign anything to unknown just
like any
```

```
let s1: string = vAny;      // value of type any is assignable to anything
let s2: string = vUnknown; // Invalid: value of type unknown (vUnknown)
can't be assigned to any other type (without an explicit assertion)
```

```
vAny.method();    // ok anything goes with any
vUnknown.method(); // not ok, we don't know anything about this variable
```

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The type **unknown** is more defensive than **any**.

Type inference

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Type inference

<code>

You don't have to set the type of a variable if the compiler can infer it.

TypeScript compiler findet selbst den Datentyp

```
let firstName = 'Max';           // string
let age       = 30;              // number
let isEmployed = true;           // boolean
let friends    = ['Stefan', 'Frederike']; // string[]
let dayOfBirth = Date.parse('...'); // Date
```

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null and undefined

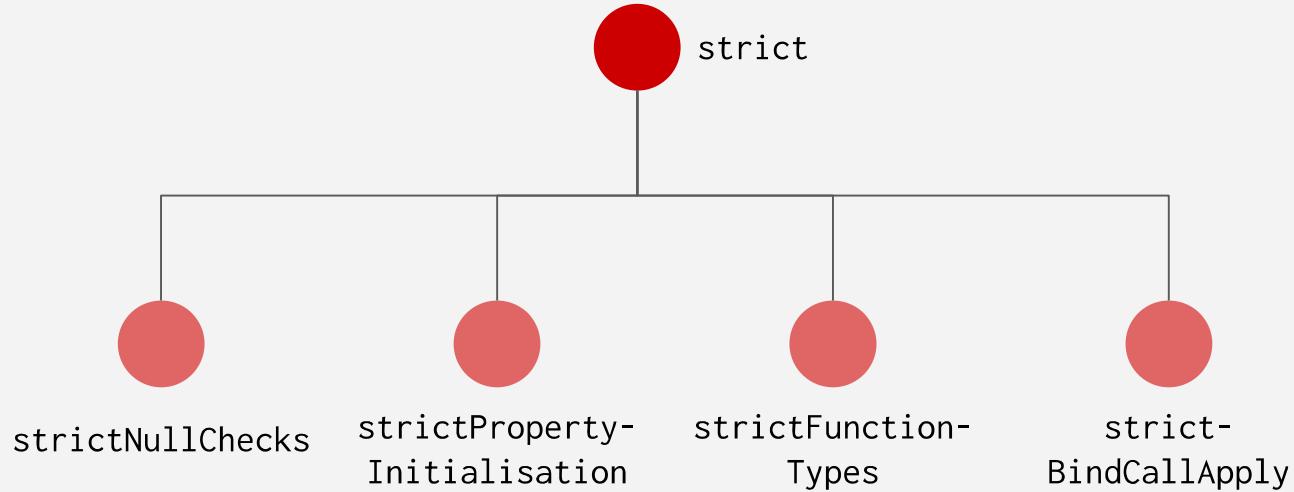
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By default each data type in TypeScript does not accept null and undefined.

Compiler Flag: strict

<code>

Strict is a shorthand activating multiple rules



Compiler Flag: strict

<code>

```
// tsconfig.json
{
  "compilerOptions": {
    "strict": "true"
    // ...
  }
  // ...
}
```

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Compiler Flag: strict

<code>

In strict null checking mode, the null and undefined values are not in the domain of every type.

```
let firstName : string | null = null;
let age       : number  | undefined = undefined;
let isEmployed : boolean | undefined;
```

```
// TypeScript Errors
let firstName : string = null;
let age       : number = undefined;
let isEmployed : boolean; // undefined
```

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Functions

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Functions - Types

<code>

Add types to function parameters and return values.

```
function sayHi(firstName: string): void {  
  console.log(firstName);  
}
```

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Functions - Optional parameters

<code>

Parameters can be optional. Use a question mark.

```
firstname ist Pflicht           ? kennzeichnet die optionale Eingabe
function buildName(firstName: string, lastName?: string) {
  if (lastName) {
    return firstName + ' ' + lastName;
  } else {
    return firstName;
}
}
```

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Functions - Default parameters

<code>

Function arguments can have defaults for arguments.

```
// type Inference: lastName is a string
function buildName(firstName: string, lastName: string = 'Bond') {
  return firstName + ' ' + lastName;
}
```

Defaultwert: 'Bond', falls nichts angegeben wurde

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Object property checks:

Interfaces & Type Aliases

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There are **two** syntactical flavors to type objects
and values:

Interface, Type-Alias

Interfaces and Type Aliases

<code>

Give the structure of an object a name

Interface

```
interface Book {  
    isbn: string;  
    title: string;  
}
```

Type Alias

```
type Book = {  
    isbn: string;  
    title: string;  
}
```

```
let book: Book;  
  
book = {  
    isbn: '978-1593272821',  
    title: 'Eloquent JavaScript'  
};
```

```
const book: Book = {  
    isbn: '978-1593272821',  
    title: 'Eloquent JavaScript'  
};
```

Optional properties

<code>

Properties can be optional.

Interface

```
interface Book {  
    isbn: string;  
    title: string;  
    pages?: number;  
}
```

Type Alias

```
type Book = {  
    isbn: string;  
    title: string;  
    pages?: number;  
}
```

```
const book: Book = {  
    isbn: 'Goethe, Johann Wolfgang: Faust. Der Tragödie Erster Teil',  
    title: '978-3-15-000001-4',  
}
```

Optional properties

<code>

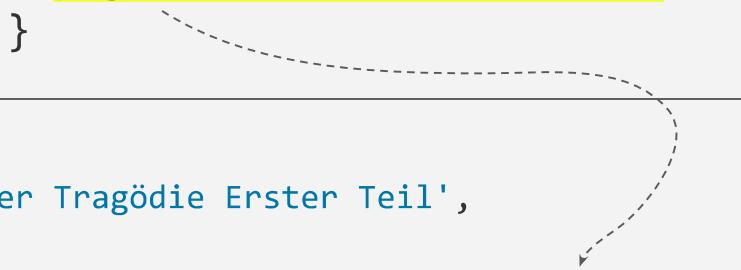
Optional property is **not** equivalent to property which may be undefined.

```
interface Book {  
    isbn: string;  
    title: string;  
    pages?: number;  
}
```



```
interface Book {  
    isbn: string;  
    title: string;  
    pages: number | undefined;  
}
```

```
const book: Book = {  
    isbn: 'Goethe, Johann Wolfgang: Faust. Der Tragödie Erster Teil',  
    title: '978-3-15-000001-4',  
}  
// Property 'pages' is missing in type '{ isbn: string; title: string; }' but required  
in type 'Book'.
```



Nesting

<code>

Interfaces and Type Aliases can be nested

Interface

```
interface Profile {  
  id: number;  
  gender: string;  
  name: string;  
  pictureUrl?: string;  
  address: {  
    street: string,  
    zipCode: string,  
    city: string,  
  }  
}
```

Type Alias

```
type Profile = {  
  id: number;  
  gender: string;  
  name: string;  
  pictureUrl?: string;  
  address: {  
    street: string;  
    zipCode: string;  
    city: string;  
  }  
}
```

Extends & Intersection Type

<code>

The properties of Book are merged into Magazine.

Interface

```
interface Book {  
  isbn: string;  
  title: string;  
  pages?: number;  
}
```

```
interface Magazine extends Book {  
  coverUrl: string;  
}
```

Type Alias

```
type Book = {  
  isbn: string;  
  title: string;  
  pages?: number;  
}
```

```
type Magazine = Book & {  
  coverUrl: string;  
};
```

Union Type

<code>

Expect a property to be either one or the other

Interface

```
interface Style {  
  position?: string;  
  padding?: string | number;  
  margin?: string | number;  
  // other style properties  
}
```

Type Alias

```
type Style = {  
  position?: string;  
  padding?: string | number;  
  margin?: string | number;  
  // other style properties  
}
```

Alternative 1

```
const style: Style = {  
  padding: '15px'  
}
```

Alternative 2

```
const style: Style = {  
  padding: 15  
}
```

Union Type

<code>

Common Pattern: Discriminating Unions

```
interface Book {  
    title: string;  
    isbn: string;  
}  
  
type ReadingMaterial = Book | Magazine;
```

```
const readingMaterial: ReadingMaterial[] = [  
    {  
        title: 'Vogue',  
        issn: '0042-8000',  
    },  
    {  
        title: 'Robinson Crusoe',  
        isbn: '978-3401002569'  
    }  
]
```

readingMaterial[0].title erlaubt
readingMaterial[0].issn ist NICHT erlaubt

Union Types

<code>

The properties of Book are merged into Magazine.

```
interface Book {  
  title: string;  
  isbn: string;  
}
```

```
interface Magazine {  
  title: string;  
  issn: string;  
}
```

```
type ReadingMaterial = Book | Magazine | { id: string } | A ;
```

```
const getBook = (title: string): ReadingMaterial | undefined =>  
  readingMaterial.find(rM => rM.title === title)
```

Interfaces

<code>

Give an interface a name and use it as a type for variables.

```
interface Book {  
    isbn: string;  
    title: string;  
}  
  
const book: Book;  
  
book = {  
    isbn: '978-1593272821',  
    title: 'Eloquent JavaScript'  
};
```

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Type Aliases

<code>

Declare type alias by giving it a name & define its shape

```
type Book = {  
    isbn: string;  
    title: string;  
}  
  
const book: Book;  
  
book = {  
    isbn: '978-1593272821',  
    title: 'Eloquent JavaScript'  
};
```

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When to use Interfaces

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Interfaces

<code>

An Interface can be implemented by a class.

```
class Biography implements Book {  
    isbn: string;  
    title: string;  
}
```

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Interface Merging

<code>

When re-declaring interfaces, its properties merge

```
interface Book {  
  isbn: string;  
  title: string;  
}  
// other code...
```

```
interface Book {  
  pages?: number;  
}
```

```
interface Book {  
  isbn: string;  
  title: string;  
  pages?: number;  
}
```

Interface werden so gemergt. Schwer nachvollziehbar

Interfaces - Class types

<code>

Forgetting to implement flipPage throws a compile error.

```
interface CanFlip {  
  flipPage: Function;  
}  
  
class BookListComponent implements CanFlip {  
}
```

```
Class 'BookListComponent' incorrectly implements interface 'CanFlip'.  
  Property 'flipPage' is missing in type 'BookListComponent' but  
  required in type 'CanFlip'.
```

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When to use Type Aliases

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Type Alias for unions of type literals

<code>

You can allow certain valid values for a type

Typescript hat kein echtes ENUM

```
// Example 1
type HttpStatusCodes = 200 | 201 | 400;

// Example 2
type TextAlignOptions = 'left' | 'right' | 'center' | 'auto' | 'justify';
```

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Type alias for primitive types

<code>

Use type aliases to provide more context (as a form of documentation)

```
type ContractId = string;  
type CustomerId = string;  
  
export interface Contract {  
    id: ContractId;  
    customerId: CustomerId;  
}
```

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Interfaces vs. Type Aliases

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Interface vs. Type Alias

<code>

TypeScript Docs

“Type aliases and interfaces are **very similar**, and in many cases you can **choose between them freely**. Almost all features of an interface are available in type, the key distinction is that a **type cannot be re-opened** to add new properties vs an **interface** which is **always extendable..**”

<https://www.typescriptlang.org/docs/handbook/2/everyday-types.html#differences-between-type-aliases-and-interfaces>

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Interface vs. Type Alias

<code>

Opinionated guide

“Interfaces are generally **preferred over** type literals because interfaces can be *implemented, extended and merged.*”

<https://github.com/bradzacher/eslint-plugin-typescript/blob/master/docs/rules/prefer-interface.md>

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Function Types

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Function Types as Type Alias

<code>

The type of a function can be given as type alias

```
type OnSuccess = (result: string) => void;

function doSomething(onSuccess: OnSuccess) {
    // Some async code
}

const onSuccess: OnSuccess = (result: string) => console.log(result);
doSomething(onSuccess);
```

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Function Types as Interface

<code>

The type of a function can be given as an interface (it's an object).

```
interface OnSuccess {  
  (result: string): void;  
}  
  
function doSomething(onSuccess: OnSuccess) {  
  // Some async code  
}  
  
const onSuccess: OnSuccess = (result: string) => console.log(result);  
doSomething(onSuccess);
```

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TypeScript Generics

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TypeScript Generics

<code>

The Array-Type is implemented as a generic.

```
const books: Array<number> = []
```

```
const list: ReadonlyArray<string> = ["foo", "bar"];
```

```
const books: Array<{title: string, isbn: string}> = []
```

```
const books: Array<Book> = []
```

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TypeScript Generics

<code>

Generic object

```
type Response<T> = {  
    id: number;  
    data: T[];  
    createdAt: number;  
    modifiedAt: number;  
};  
  
const response: Response<Book> = {  
    id: 1,  
    data: [{ isbn: 'abc', title: 'Faust' }],  
    createdAt: 12345678,  
    modifiedAt: 12345678,  
}
```

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Generic Functions

<code>

Input argument is of same type as return value

```
const logIdentity = <T>(arg: T): T => {
  console.log(arg);
  return arg;
};
```

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Generic Functions

<code>

Reverse a list: what gets passed into the function should be of the same type of what gets returned

```
const reverse = <T>(items: T[]): T[] => {
  let result = [];
  for (let i = items.length - 1; i >= 0; i--) {
    result.push(items[i]);
  }
  return result;
}
```

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Generic Functions

<code>

Reverse a list: what gets passed into the function should be of the same type of what gets returned

```
const reversed = reverse([3, 2, 1]) // [1, 2, 3]
// Safety!
reversed[0] = '1'; // Error!
```

```
const reverse = <T>(items: T[]): T[] => {
  let result = [];
  for (let i = items.length - 1; i >= 0; i--) {
    result.push(items[i]);
  }
  return result;
}
```

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Generic Functions

<code>

Placement of the generic identifier in fat-arrow functions

```
function reverse<T>(items: T[]): T[] { /* ... */ }

// vs

const reverse = <T>(items: T[]): T[] => { /* ... */ }
```

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Task

**Update the TypeScript
definitions**



Advanced Types

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Enums

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Enum

<code>

Using enums can make it easier to document intent, or create a set of distinct cases.

```
enum Progress {  
    min = 0,  
    max = 100,  
}
```

Nutzung: Progress.max für Wert 100

Enum

<code>

Using enums can make it easier to document intent, or create a set of distinct cases.

```
enum LogLevel {  
    ERROR,  
    WARN,  
    INFO,  
    DEBUG  
}
```

Is equivalent

```
enum LogLevel {  
    ERROR = 0,  
    WARN = 1,  
    INFO = 2,  
    DEBUG = 3,  
}
```

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Enum

<code>

Named enum

```
enum Gender {  
    Female = 'FEMALE',  
    Male = 'MALE',  
    Other = 'OTHER',  
}
```

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Records

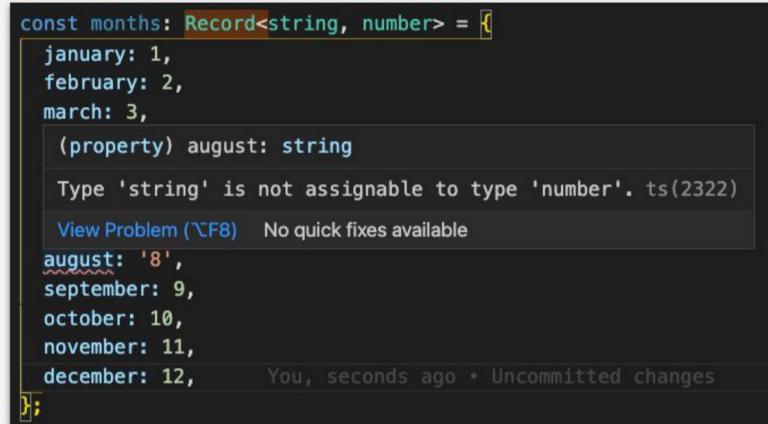
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Record

<code>

Define type of all key and value pairs of object

```
const months: Record<string, number> = {  
  january: 1,  
  february: 2,  
  march: 3,  
  april: 4,  
  mai: 5,  
  june: 6,  
  july: 7,  
  august: 8,  
  september: 9,  
  october: 10,  
  november: 11,  
  december: 12,  
};
```



Hinweis: statt string noch spezifischer mit type month = january | ..

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Record

<code>

Define type of all key and value pairs of object

```
const arrayToObject = (values: number[]): Record<string, number> => {
  // ...
};

const getNumberFormatSettings = (): Record<string, string> => ({
  decimalSeparator: '.',
  groupingSeparator: ',',
});
```

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Excess Property Checks

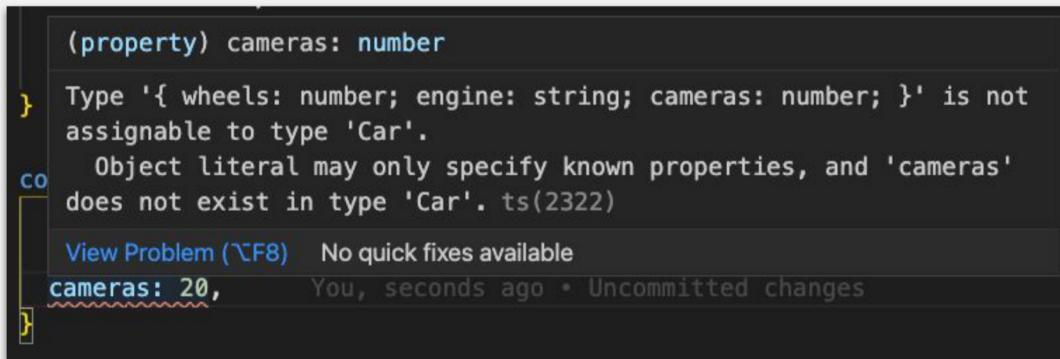
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Excess Property Checks

<code>

Not defined properties cause a warning when directly giving a type to an object literal.

```
interface Car {  
    wheels: number;  
    engine: string;  
}  
  
const tesla: Car = {  
    wheels: 4,  
    engine: 'electric',  
    cameras: 20, // Error  
}
```



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Excess Property Checks

<code>

Not defined properties cause an error when directly giving a type to an object literal.

```
interface Car {  
    wheels: number;  
    engine: string;  
}  
  
const tesla = {  
    wheels: 4,  
    engine: 'electric',  
    cameras: 20,  
}  
  
const myTesla: Car = tesla;
```

No TypeScript Error

Problematisch, weil compiler nicht meckert. Dann bekommt
Typ Car nun doch Prop:cameras, obwohl Car kein Prob hat.

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Indexable Types

<code>

Object with certain properties but **arbitrary additional properties**.

```
interface Car {  
    wheels: number;  
    engine: string;  
    [key: string]: unknown;  
}
```

```
const myTesla: Car = {  
    wheels: 4,  
    engine: 'electric',  
    cameras: 20,  
}
```

Erlaubt aber nicht sinnvoll:

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```
const myTesla: Car = {  
    wheels: 4,  
    enging: "  
    ..  
    blabla: 234  
}
```

Utility types

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Partial

<code>

Make all properties optional

```
type FormValues = {  
  firstName: string;  
  surname: string;  
  dateOfBirth: Date;  
  gender: Gender;  
};
```

```
type FormValuesPartial = {  
  firstName?: string;  
  surname?: string;  
  dateOfBirth?: Date;  
  gender?: Gender;  
};
```

```
const initialValues: Partial<FormValues> = { ...storedUserData };
```

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Omit and Pick

<code>

omit certain properties of an object or pick only certain properties

```
interface Book {  
  id: number;  
  isbn: string;  
  title: string;  
  pages?: number;  
}
```

```
const Id = {  
  id: 12,  
}
```

```
type BookId = Pick<Book, 'id'>  
type BookId = { id: Book['id'] };  
type BookId = Omit<Book, 'isbn' | 'title' | 'pages'>;
```

Three solutions which
all lead to the same
type.

Omit lässt die andern zu weg

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Beispiel: Wenn BookId abgeleitet und später id hat Typ string, dann
müsste man bei zweiten Zeile den Typ nachträglich anpassen

Omit and Pick

<code>

omit certain properties of an object or pick only certain properties

```
interface Book {  
  id: number;  
  isbn: string;  
  title: string;  
  pages?: number;  
}
```

```
type BookDetails = Pick<Book, 'title' | 'pages'>;  
type BookDetails = Omit<Book, 'id' | 'isbn'>;  
type BookDetails = {  
  title: Book['title'];  
  pages?: Book['pages'];  
}
```

```
const details: BookDetails = {  
  title: 'Hamlet',  
  pages: 67,  
}
```

Three solutions which
all lead to the same
type.

alle drei Zeilen machen das Gleiche

Combining Utility types

<code>

Combine utility types with other types to create more powerful types.

```
interface Book {  
    id: string,  
    title: string,  
    isbn: string,  
}  
  
// Example 1  
type OptionalBookPropsWithoutId = Omit<Partial<Book>, 'id'>;  
  
// Example 2  
type BookWithNumberId = Omit<Book, 'id'> & { id: number }; & für die Kombierung
```

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Utility types

<code>

Use utility types to remain **rename refactoring safe**

```
interface Titles {  
    bookTitles: Array<Pick<Book, 'title'>>  
    videoTitles: Array<Pick<Video, 'title'>>  
}
```

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Compose TypeScript's utility types

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Partial<T> makes all properties of a type optional. What if we want to make only a few properties optional?

We can create our own utility type **Optional<>**.

How to read a complex type definition

<code>

This is how you can use it to make a property optional.

```
interface Customer {  
    id: string;  
    firstName: string;  
    lastName: string;  
}  
  
const optionalCustomer: Optional<Customer, 'firstName' | 'lastName'> = {  
    id: "12",  
}
```

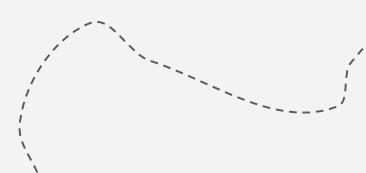
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How to read a complex type definition

<code>

Solution: This is how **Optional** can look like.

Let's break this type down
into pieces and learn how
we can read & understand
complex custom types.



```
export type Optional<T, K extends keyof T> = Pick<Partial<T>, K> & Omit<T, K>;
```

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How to read a complex type definition

<code>

```
export type Optional<T, K extends keyof T> = Pick<Partial<T>, K> & Omit<T, K>;
```

We create a new type and sharing it with other modules.

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How to read a complex type definition

<code>

```
export type Optional<T, K extends keyof T> = Pick<Partial<T>, K> & Omit<T, K>;
```

We name the type “Optional”.

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How to read a complex type definition

<code>

```
export type Optional<T, K extends keyof T> = Pick<Partial<T>, K> & Omit<T, K>;
```

“Optional” has two parameters:

1. The Object that should be made partially optional.
2. The properties of the object that should be optional.

K has to be a property name of the Object.

How to read a complex type definition

<code>

```
export type Optional<T, K extends keyof T> = Pick<Partial<T>, K> & Omit<T, K>;
```

Make the Object completely optional.

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How to read a complex type definition

<code>

```
export type Optional<T, K extends keyof T> = Pick<Partial<T>, K> & Omit<T, K>;
```

Take only the optional properties being specified in **K**.

```
interface AandB { a: string, b: string };
```

```
Pick<Partial<AandB>, "b"> // Result: { b?: string }
```

How to read a complex type definition

<code>

```
export type Optional<T, K extends keyof T> = Pick<Partial<T>, K> & Omit<T, K>;
```

Combine the result from Pick<...> with the result from Omit<...>.

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How to read a complex type definition

<code>

```
export type Optional<T, K extends keyof T> = Pick<Partial<T>, K> & Omit<T, K>;
```

Use the given object T but remove all properties specified by K.

```
interface AandB { a: string, b: string };
```

```
Omit<AandB, "b"> // { a: string }
```

How to read a complex type definition

<code>

```
export type Optional<T, K extends keyof T> = Pick<Partial<T>, K> & Omit<T, K>;
```

Put both results together:

```
// { b?: string }           // { a: string }
```

Der Omit-Teil holt die
Props, die nicht optional
ist. (?type)

How to read a complex type definition

<code>

```
export type Optional<T, K extends keyof T> = Pick<Partial<T>, K> & Omit<T, K>;
```

The specified Key has been made optional.

```
{
  a: string,
  b?: string
}
```

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Type Guards

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Type Guards | built-in

<code>

With the JavaScript **typeof** operator we can check for a type

```
interface MayBeExecutable {  
    work?: () => void; // possibly undefined  
}  
  
function executer(unit: MayBeExecutable) {  
    if (typeof unit.work === 'function') {  
        unit.work();  
    }  
}
```

Check funktioniert auch bei
Eingabeparameter
unit: any

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Type Guards | built-in

<code>

Check for class instance with **instanceof**

```
const a = new Greeting(); // has method hi
const b = new Farewell(); // has method bye

function do(interaction: Greeting | Farewell) {
  if (interaction instanceof Greeting) {
    interaction.hi(); // type Greeting is inferred
  } else {
    interaction.bye(); // type Farewell is inferred,
                       // since no other type is possible
  }
}
```

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Type Guards | Custom

<code>

Help the TypeScript compiler to understand your types better.

```
// Example 1
function isNumber(value: string | number): value is number {
  return !isNaN(value);
}

// Example 2
function isGoldCustomer(customer: NormalCustomer | GoldCustomer)
  : customer is GoldCustomer
{
  return customer.type === 'Gold';
}
```

zusätzliche Info, dass value ein number ist
statt ... | number) : boolean

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Type Assertion (Type Cast)

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Type Assertions (Type Casts)

<code>

Override the compiler's type checker. It comes in two syntax forms:

```
// Casting object literal to Person type: `as` syntax
const person = {
  name: 'Victoria',
  age: 28,
} as Person
```

```
// Casting object literal to Person: `ang-bracket` syntax
const person = <Person>{
  name: 'Franz',
  age: 34,
};
```

Type Assertions (Type Casts)

<code>

Dangerous use of type assertion: Can you be certain that persons array is not empty?

```
type Person = { name: string, age?: number };
// const persons = [ ... array of persons retrieved from API ];

// TS Error: Type 'undefined' is not assignable to type 'Person'.
const getPerson = (name: string): Person =>
  persons.find(person => person.name === name);
```

```
// Solution 1: Union with undefined
const getPerson = (name: string): Person | undefined =>
  persons.find(person => person.name === name);
```

```
// Solution 2: Type assertion (Use with caution! Can cause bugs!)
const getPerson = (name: string): Person =>
  persons.find(person => person.name === name) as Person;
```

diese Lösung ist besser, weil
undefined möglich oder find
muss default zurückgeben

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Type Assertions (Type Casts)

<code>

Valid use of type assertion: Help the compiler to understand what it could not do itself, but which you as the developer know for sure.

```
const deserialize = <T>(data: string): T => JSON.parse(data) as T;
```

```
const victoria = deserialize<Person>(  
  '{"name":"Victoria", "age":28}'  
);
```

JSON.parse liefert JSON zurück
mit as T wird auf Objekt gecastet

keyof Operator

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keyof Operator

<code>

Takes an object type and produces a literal union of its keys

```
type Point = { x: number; y: number };
type P = keyof Point;
// Same as: type P = 'x' | 'y';

const x: P = 'x';
const y: P = 'y';

const z: P = 'z'; // Error: Type '"z"' is not assignable to type 'keyof Point'.
```

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keyof with Enums

<code>

Create type out of enum

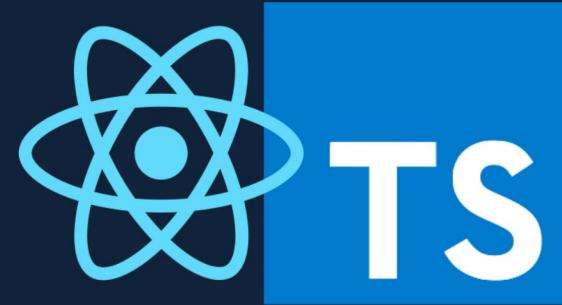
```
type LogLevelStrings = keyof typeof LogLevel;
// This is equivalent to:
// type LogLevelStrings = 'ERROR' | 'WARN' | 'INFO' | 'DEBUG';
```

```
enum LogLevel {
  ERROR,
  WARN,
  INFO,
  DEBUG
}

enum LogLevel {
  ERROR = 0,
  WARN = 1,
  INFO = 2,
  DEBUG = 3,
}
```

Equivalent enums

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TypeScript & React

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Generic functions and TSX

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Generic Functions

<code>

Recap: Reverse list example

```
const reverse = <T>(items: T[]): T[] => {
  let result = [];
  for (let i = items.length - 1; i >= 0; i--) {
    result.push(items[i]);
  }
  return result;
}
```

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Generic Functions & React

<code>

In .tsx files you have to differentiate between JSX syntax and TypeScript generics.

```
const reverse = <T,>(items: T[]): T[] => {
  let result = [];
  for (let i = items.length - 1; i >= 0; i--) {
    result.push(items[i]);
  }
  return result;
}
```

Generic Functions & React

<code>

In .tsx files you have to differentiate between JSX syntax and TypeScript generics - **Alternative**.

```
const reverse = <T extends any>(items: T[]): T[] => {
  let result = [];
  for (let i = items.length - 1; i >= 0; i--) {
    result.push(items[i]);
  }
  return result;
}
```

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Utility Types of the React Library

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FunctionComponent (before v18)

<code>

Utility Type which adds *children* prop to provided type of props (note: This changed in the type definitions of React 18!)

```
interface ButtonProps {  
  variant?: string;  
  onPress: (event: Event) => void;  
};  
  
const Button: FunctionComponent<ButtonProps> = ({  
  children, ←-----  
  variant = 'solid',  
  onPress,  
}) => (  
  <Wrapper variant={variant} onPress={onPress}>  
    <Title>{children}</Title>  
  </Wrapper>  
);
```

'children' prop access
is allowed.

FunctionComponent (v18)

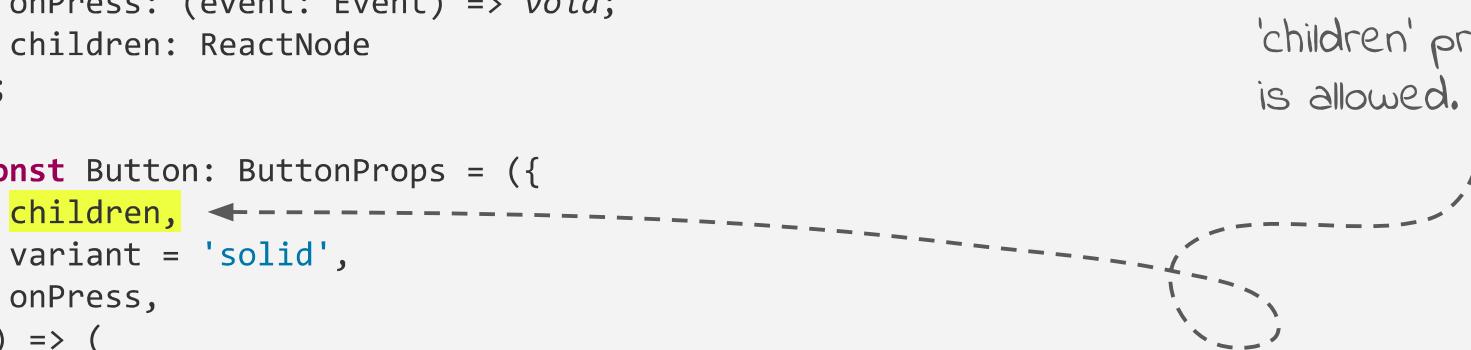
<code>

Utility Type which adds *children* prop to provided type of props (note: This changed in the types of React 18!)

```
import { ReactNode } from 'react'

interface ButtonProps {
  variant?: string;
  onPress: (event: Event) => void;
  children: ReactNode
};

const Button: ButtonProps = ({
  children, ←-----'children' prop access
  variant = 'solid',
  onPress,
}) => (
  ...
);
```



'children' prop access
is allowed.

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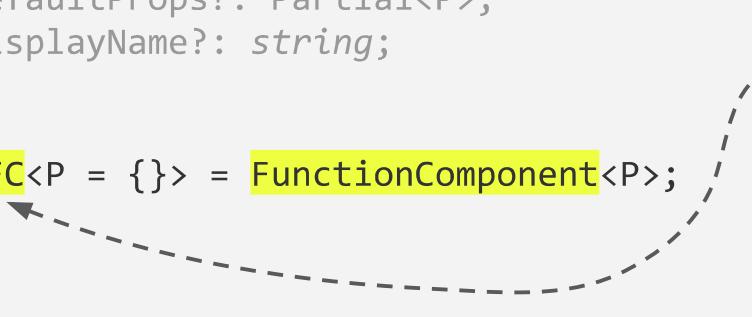
FunctionComponent (before v18)

<code>

Interface **FunctionComponent** in *node_modules/@types/react/index.d.ts*

```
interface FunctionComponent<P = {}> {
  (props: PropsWithChildren<P>, context?: any): ReactElement<any, any> | null;
  propTypes?: WeakValidationMap<P>;
  contextTypes?: ValidationMap<any>;
  defaultProps?: Partial<P>;
  displayName?: string;
}

type FC<P = {}> = FunctionComponent<P>;
```



A dashed arrow originates from the 'FC' type alias at the bottom left and points upwards towards the 'FunctionComponent' interface definition.

shorter name for
the same type

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FunctionComponent (v18)

<code>

Interface **FunctionComponent** in *node_modules/@types/react/index.d.ts*

```
interface FunctionComponent<P = {}> {
  (props: P, context?: any): ReactElement<any, any> | null;
  propTypes?: WeakValidationMap<P>;
  contextTypes?: ValidationMap<any>;
  defaultProps?: Partial<P>;
  displayName?: string;
}

type FC<P = {}> = FunctionComponent<P>;
```

shorter name for
the same type

Type useState hook

<code>

Initial value does not give enough information for a strong type

```
const [items , setItems] = useState<string[]>([]);
```

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Tips

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Hint

Press **F8** in **VSCode** to jump from type error to type
error to fix them.

Hint

Don't try to type everything perfectly right from the start.

It's ok to have some curly underlines

[https://www.typescriptlang.org/docs/handbook/
advanced-types.html](https://www.typescriptlang.org/docs/handbook/advanced-types.html)



We teach.

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