Course: IS312 – Web Design and Programming

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Name: Trevor Sparks

Task #1:

I did not run into any difficulties when completing this task. However, I did notice something interesting. I am not sure if this is a setting in the TypeScript compiler, or if this is just how the compiler works, but the empty lines that I included in my TypeScript file for readability were removed. My comments did remain, however.

Task #2:

I started this task by rewriting the program in JavaScript and running it to see the output. The output from the original JavaScript code was “five7.” Before I rewrote the program in TypeScript to ensure that returned the correct output of 12, I received the error on line 5 of the program. This error was because x cannot equal ‘five’ if it is a number, because ‘five’ is a string. After changing that line of code to x = 5, the code compiled and ran perfectly.

Task #3:

I started by copying and pasting the provided code into a JavaScript file to see what the code does. However, when I attempted to run the file, I got a type error. The type error was “TypeError: Cannot read properties of undefined (reading ‘push’).” This error clearly tells us that randomNumbers needs to be an array.

I was having problems when running the code after it was compiled to JavaScript. My first line of TypeScript code was originally ‘var randomNumbers: number[]’, however, I continued to get the same error as above. I initialized the array as an empty array and the code compiled and ran perfectly.