



Typescript - Class and OOP

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We will cover with the following concepts

- 1) What is Class?
- 2) Fields of a class
- 3) Methods of the class
- 4) Constructor

Think of class in a literal sense, more like classification

- Humans are a part of class Animals. Animals can be usually classified by their physical features like eye color/structure, skin color/structure, limbs, body hair etc.
- OnePlus 5T is a part of class Mobile phones. A mobile phone can be characterized by its screen size, its RAM, its processor, camera capabilities, battery capabilities and operating system
- Jaguar is a part of class Cars. Cars are usually classified by their brand, engine type/power, fuel efficiency and dimensions.

Real life entities are more complicated than simple objects

Let's take an examples to understand.

Possible members of a class are -

- Fields
- Methods (or functions)
- Constructor
- **Properties (getter and setter)**

A few conventional details are usually left out of discussion

- Class names, by convention start with Capital Letters
- Constructors can be used to not only initialize things but also a shortcut to declare the fields.
- By default, all class members are public and visible to outside world. We will talk about this in details very soon.
- Although methods are more or less functions only, but you must never use the function keyword there.
- Typescript and Visual studio by default enforce strict property initialization i.e it makes sure that each instance property of a class gets initialized in the constructor body or by a property initializer. You can get around this error using a flag when compiling.
--strictPropertyInitialization false

The next steps are ...

Access Modifiers