



TypeScript

Duration 2 day(s) (TYPESCRIPT-02)

Learn and develop in Typescript

Description

Typescript is a programming language created by Microsoft. This new language allows you to use features that are not yet available in JavaScript. Thanks to Microsoft, we will be able to create applications of better quality, and more quickly. Typescript is the language used for the development of the new version of the AngularJS framework. Although this new version will not force developers to use it for their own applications, it is important to know the basics in order to understand how version 2 of this popular web framework works.

Goals

- Learn the basics of language (types, classes, interfaces, mixins, ...)
- Know how to write applications in Typescript
- Getting started with the different tools available
- Know how to use external libraries

Public

- Web developer

Prerequisites

- JavaScript or equivalent knowledge is required

Structure

30% Theory, 70% Practice

Program

Reminders

Introduction

- Birth
- Use
- Features

Tooling

- IDE
- Browsers Integration
- Server Integration
- Source Map

Tests

Type and Type Inference

- Primitive types
- Functions
- Array
- Tuple
- Enum

Objects

- Classes
- Interfaces
- Heritage
- Generic

Modules

Mixins

Type Definitions

Advanced Concepts

- Decorators
- Type Union
- Alias

Roadmap and experimental functions