



# 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