Learning TypeScript

By Remo H. Jansen

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Exploit the features of TypeScript to develop and maintain captivating web applications with ease

About This Book

- Learn how to develop modular, scalable, maintainable, and adaptable web applications by taking advantage of TypeScript
- Create object-oriented JavaScript that adheres to the solid principles efficiently
- A comprehensive guide that explains the fundamentals of TypeScript with the help of practical examples

Who This Book Is For

If you are a JavaScript developer aiming to learn TypeScript to build beautiful web applications, then this book is for you. No prior knowledge of TypeScript is required.

What You Will Learn

- Learn the key TypeScript language features and language runtime
- Develop modular, scalable, maintainable, and adaptable web applications
- Create object-oriented code that adheres to the solid principles
- Save time using automation tools like Gulp and Karma
- Develop robust applications with testing (Mocha, Chai and SinonJS)
- Put your TypeScript skills in practice by developing a single-page web application framework from scratch
- Use the JavaScript of tomorrow (ES6 and ES7) today with TypeScript

In Detail

TypeScript is an open source and cross-platform typed superset of JavaScript that compiles to plain JavaScript that runs in any browser or any host. It allows developers to use the future versions of JavaScript (ECMAScript 6 and 7) today. TypeScript adds optional static types, classes, and modules to JavaScript, to

enable great tooling and better structuring of large JavaScript applications.

This book is a step-by-step guide that will get you started with TypeScript with the help of practical examples. You start off by understanding the basics of TypeScript. Next, automation tools like Grunt are explained followed by a detailed description of function, generics, callbacks and promises. After this, object-oriented features and the memory management functionality of TypeScript are explained. At the end of this book, you will have learned enough to implement all the concepts and build a single page application from scratch.

Style and approach

This is a step-by-step guide that covers the fundamentals of TypeScript with practical examples. Each chapter introduces a set of TypeScript language features and leads the readers toward the development of a real-world application.

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Editorial Review

About the Author

Remo H. Jansen

Remo H. Jansen is a web development engineer, open source contributor, entrepreneur, technology lover, gamer, and Internet enthusiast. He is originally from Seville, Spain, but currently lives in Dublin, Ireland, where he has a full-time job in the financial services industry. Remo has been working on large-scale JavaScript applications for the last few years, from flight booking engines to investment and portfolio management solutions. Remo is an active member of the TypeScript community. He is the organizer of the Dublin TypeScript Meet-up and the creator of InversifyJS (an inversion of control container for TypeScript applications) and AtSpy (a test spies framework for TypeScript applications). He also writes a blog about TypeScript and other web technologies at http://blog.wolksoftware.com/. Remo has previously worked as a technical reviewer on Mastering TypeScript written by Nathan Rozentals and published by Packt Publishing. If you wish to contact him, you can do so at http://www.remojansen.com/.

Users Review

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