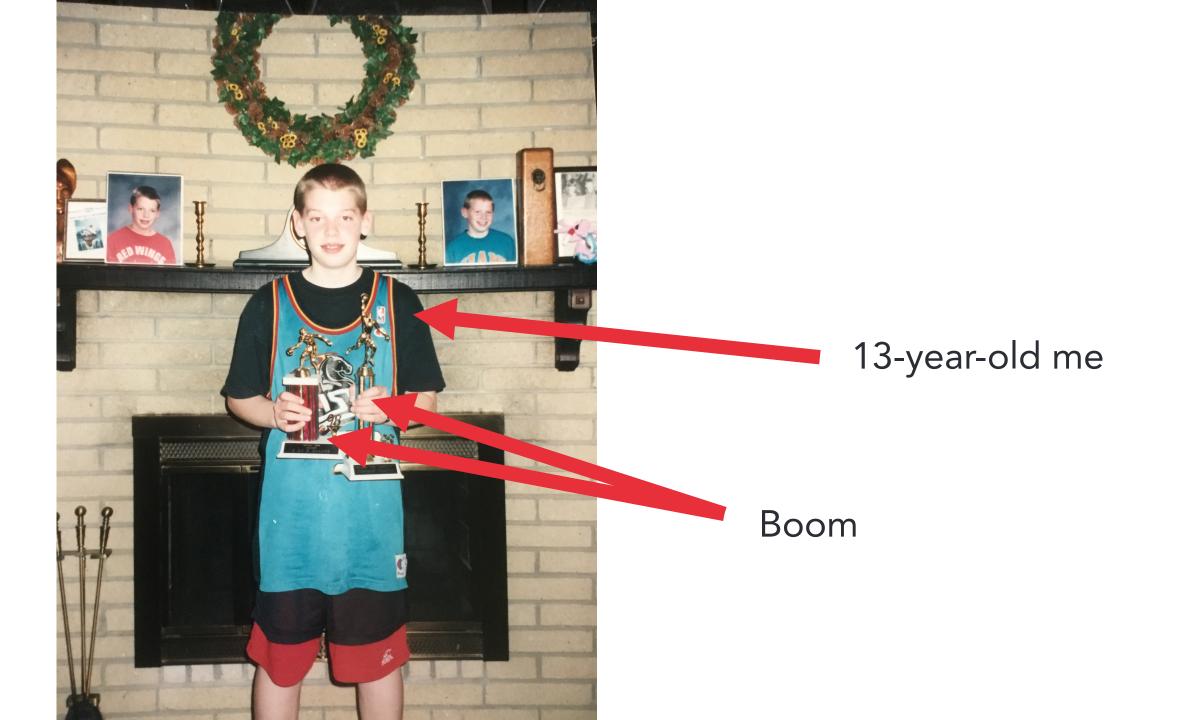
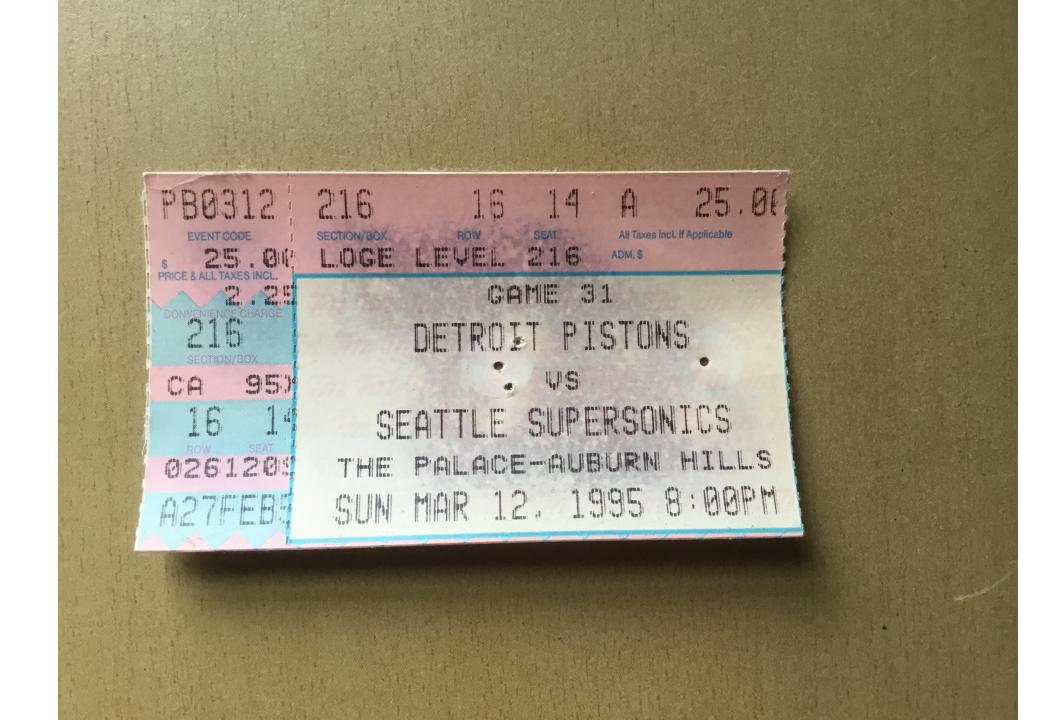
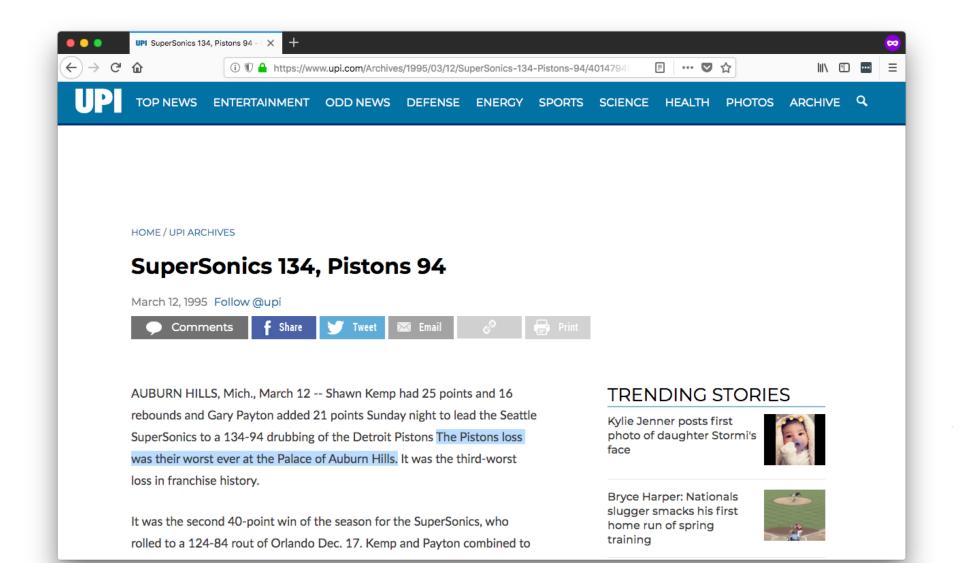
## Why I Was Wrong About TypeScript TJ VanToll







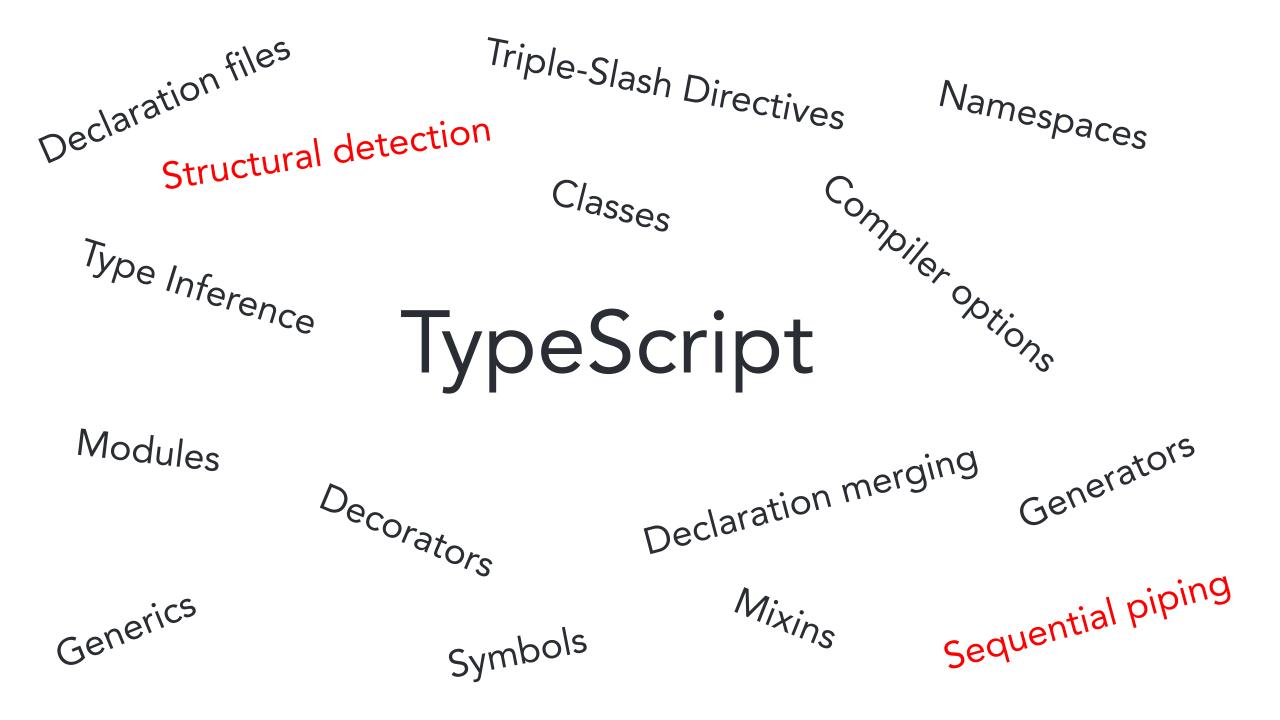






TypeScript

Declaration files Triple-Slash Directives Namespaces Structural detection Compiler Options Classes Type Inference TypeScript Generators Modules Declaration merging Decorators Sequential piping Mixins Generics Symbols



# Why I Was Wrong About TypeScript

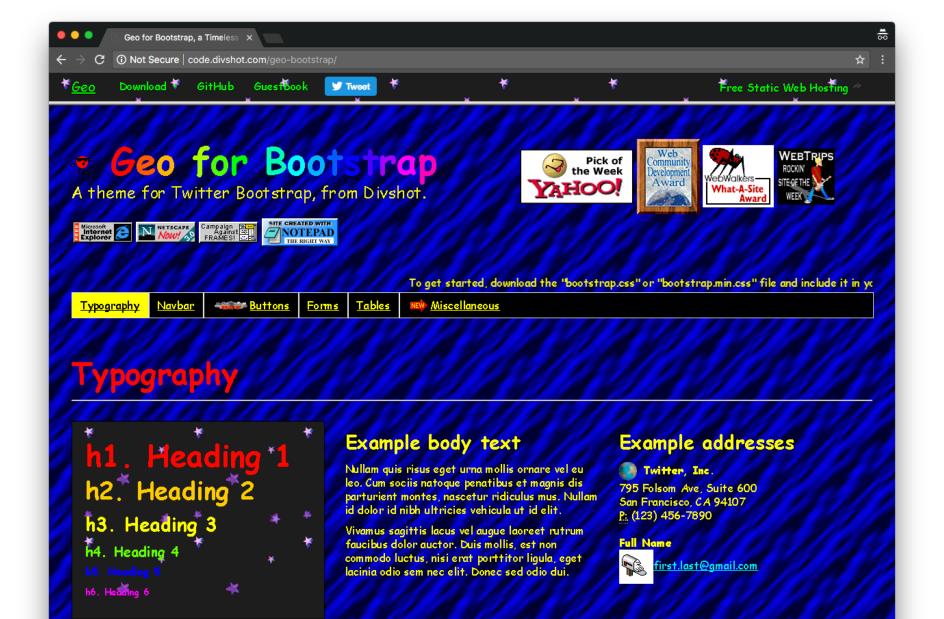
# Whether TypeScript is a good fit for your next project

# Why I Was Wrong About TypeScript

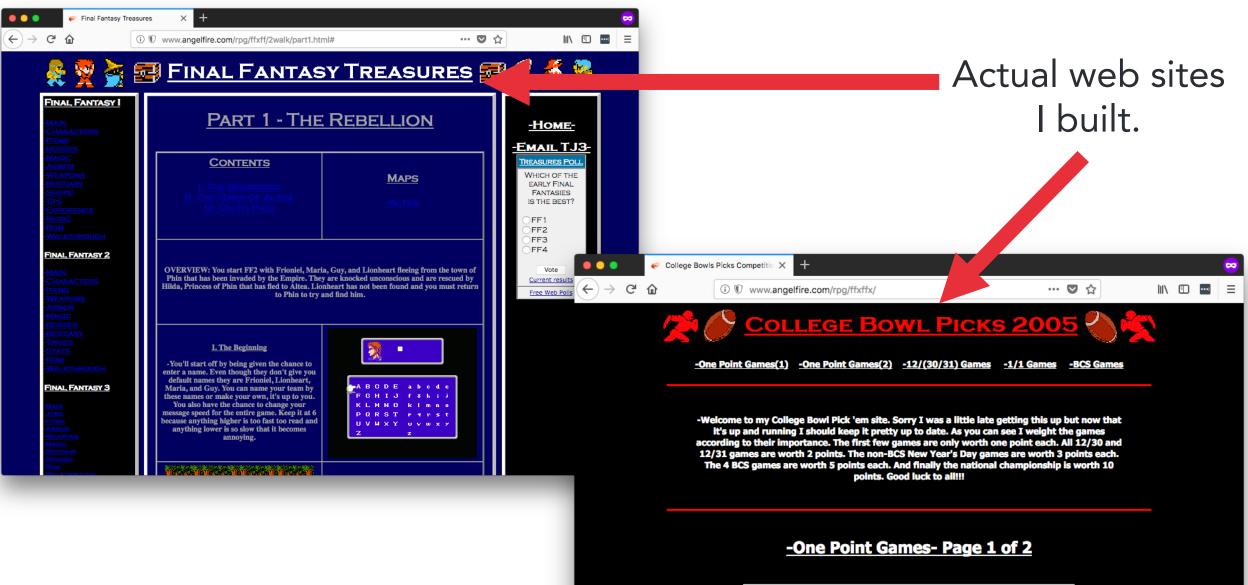
"A typed superset of JavaScript that compiles to plain JavaScript"

"A typed superset of JavaScript that compiles to plain JavaScript"

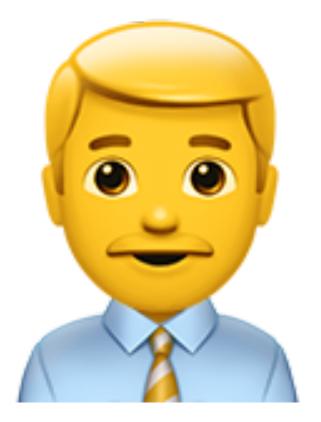


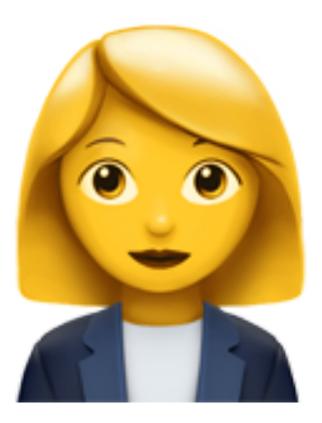


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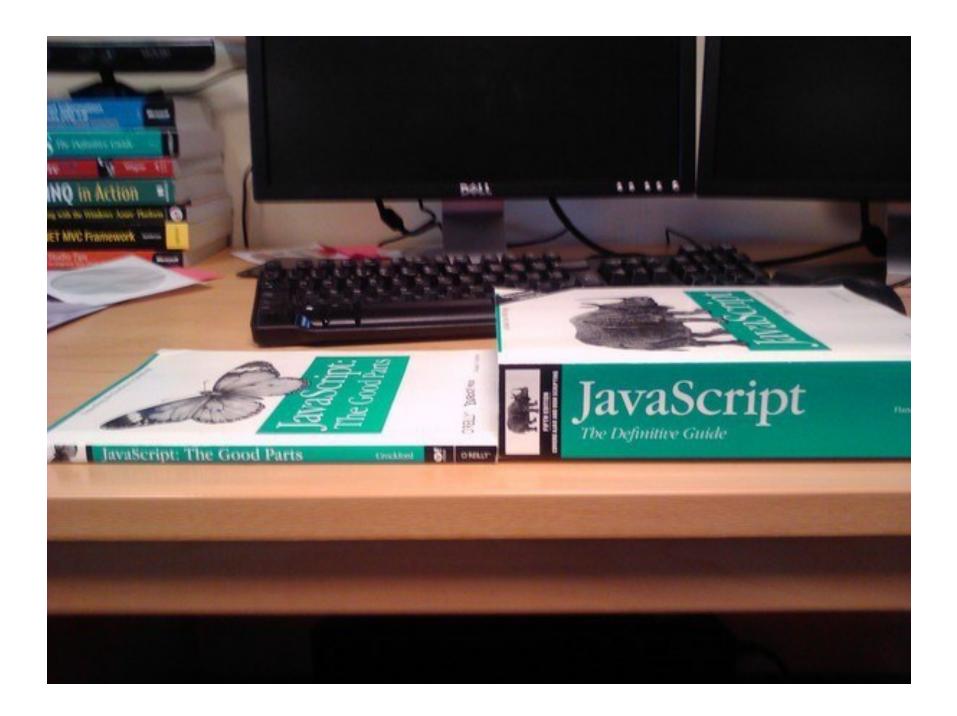








1	true == 1	→ true
2	true == "1"	→ true
3	false == 0	→ true
4	false == "0"	→ true
5		
6	<pre>false == undefined</pre>	→ false
7	false == null	→ false
8		
9	<pre>null == undefined</pre>	→ true



## **Compile to JavaScript tools**

- There are a lot.
  - 345
  - Source: <u>https://github.com/jashkenas/coffeescript/wiki/List-of-languages-that-compile-to-JS</u>
- Ruby, Python, Erlang, Java, Scala, C#, F#, Lisp, Scheme, Haskell, Smalltalk, C, C++, Basic, Go, PHP, and way more.

## Fun names of compile-to-JS tools

- treehugger
- jangaroo
- Waterbear



#### The WATERBEAR welcomes you!

Waterbear is a toolkit for making programming more accessible and fun. Having a visual language means you don't have to focus on learning a syntax to start programming.



http://waterbearlang.com/

## **Compile to JavaScript tools**

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  - Source: <u>https://github.com/jashkenas/coffeescript/wiki/List-of-languages-that-compile-to-JS</u>
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CoffeeScript is a little language that compiles into JavaScript. Underneath that awkward Javaesque patina, JavaScript has always had a gorgeous heart. CoffeeScript is an attempt to expose the good parts of JavaScript in a simple way.

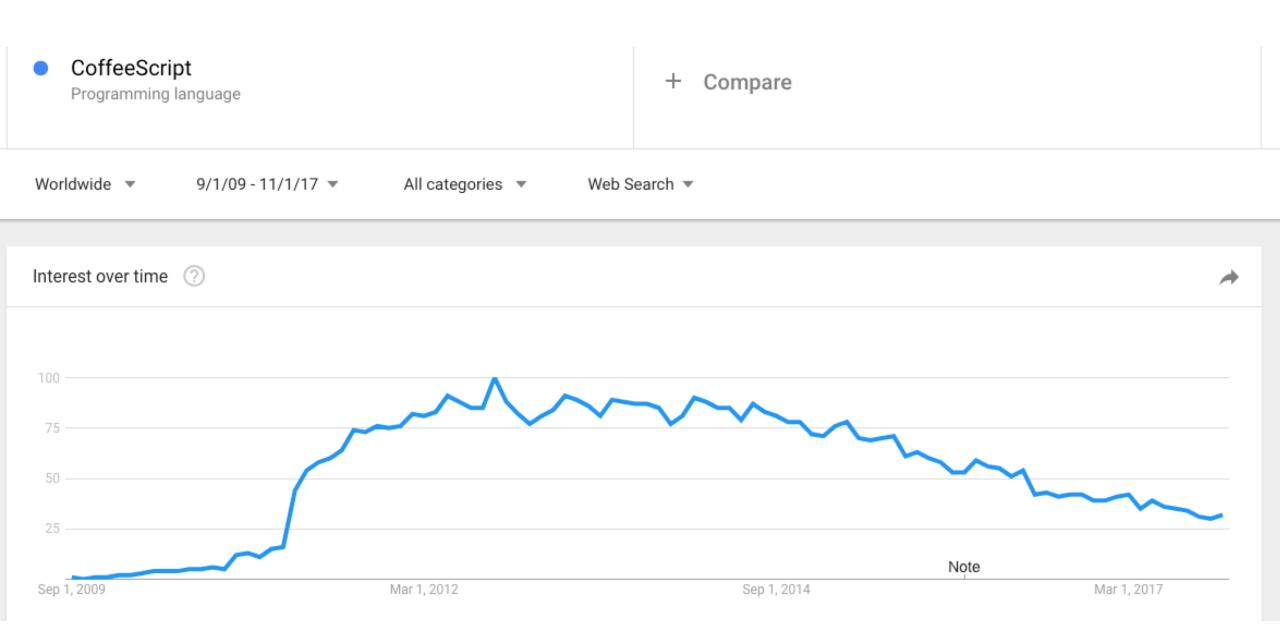
The golden rule of CoffeeScript is: "It's just JavaScript". The code compiles one-to-one into the equivalent JS, and there is no interpretation at runtime. You can use any existing JavaScript library seamlessly from CoffeeScript (and vice-versa). The compiled output is readable, pretty-printed, and tends to run as fast or faster than the equivalent handwritten JavaScript.

The CoffeeScript compiler goes to great lengths to generate output JavaScript that runs in every JavaScript runtime, but there are exceptions. Use generator functions, <u>for...from</u>, or <u>tagged</u> <u>template literals</u> only if you know that your <u>target runtimes can support them</u>. If you use <u>modules</u>, you will need to <u>use an additional tool to resolve them</u>.

```
Latest Version: 1.12.5
```

```
npm install -g coffee-script
```

CoffeeScript 2 is coming! It adds support for ES2015 classes, async/await, and generates JavaScript using ES2015+ syntax. Learn more.



```
# Objects:
math =
  root: Math.sqrt
  square: square
  cube: (x) -> x * square x
```

```
# Splats:
race = (winner, runners...) ->
print winner, runners
```

```
# Existence:
alert "I knew it!" if elvis?
```

```
# Array comprehensions:
cubes = (math.cube num for num in list)
```



#### Watch the videos for Dart Developer Summit 2016. <sup>III</sup>

```
Open in DartPad
import 'dart:async';
import 'dart:math' show Random;
main() async {
  print('Compute π using the Monte Carlo method.');
  await for (var estimate in computePi()) {
    print('\pi \cong $estimate');
}
/// Generates a stream of increasingly accurate estimates of \pi.
Stream<double> computePi({int batch: 1000000}) async* {
  var total = 0;
  var count = 0;
  while (true) {
    var points = generateRandom().take(batch);
    var inside = points.where((p) => p.isInsideUnitCircle);
    total += batch;
    count += inside.length;
    var ratio = count / total;
    // Area of a circle is A = \pi \cdot r^2, therefore \pi = A/r^2.
    // So, when given random points with x \in \langle 0, 1 \rangle,
```

Dart is an application programming language that's easy to learn, easy to scale, and deployable everywhere.

Google depends on Dart to make very large apps.

Get Started

Install Dart

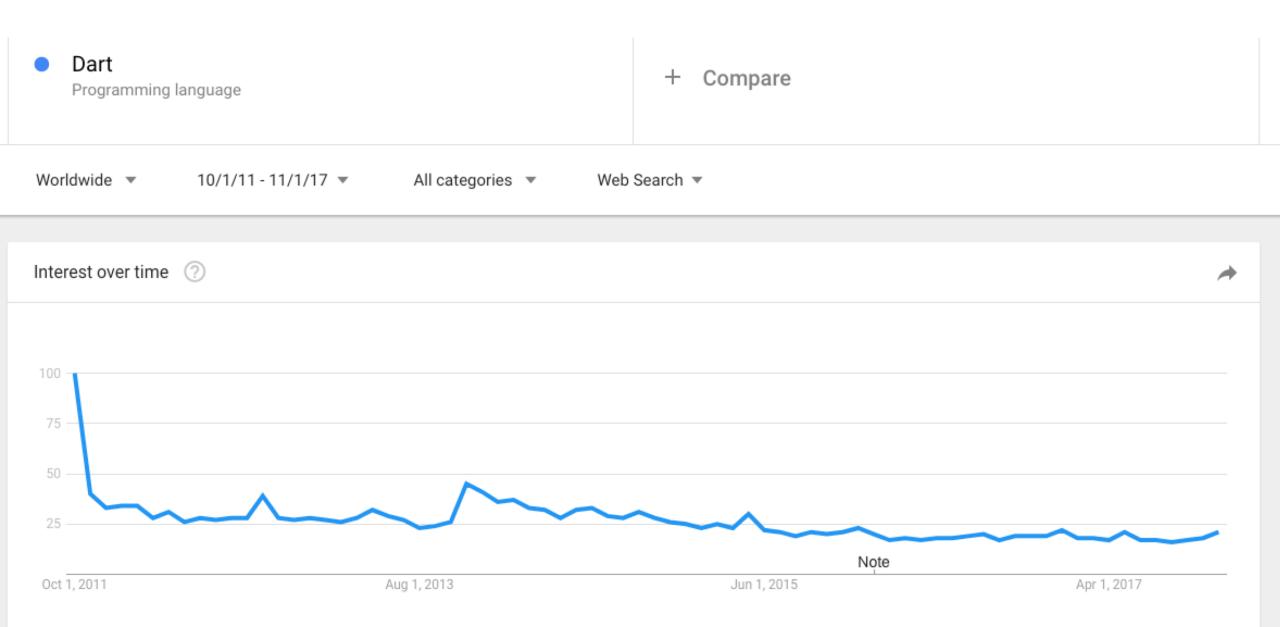
#### [ Click underlined text or code to learn more. ]

News	API	Pub	Dart webdev	Fl
Follow the latest.	Browse core libraries.	Find packages.	Build browser apps.	Bu

#### Flutter

Build mobile apps.

Q



```
// Copyright (c) 2011, the Dart project authors. Please see the AUT
// for details. All rights reserved. Use of this source code is gove
// BSD-style license that can be found in the LICENSE file.
// Simple test program invoked with an option to eagerly
// compile all code that is loaded in the isolate.
// VMOptions=--compile all
class HelloDartTest {
  static testMain() {
    print("Hello, Darter!");
main() {
 HelloDartTest.testMain();
}
```

Compiles to 17259 lines of JavaScript code. Now, most of it is just the library core, but it shows what you have to do to bolt static typing on top of a prototype-based, dynamic, truly object-oriented language.

```
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a prototype-based, dynamic, truly object-oriented language.
```



Watch Program Speakers Location Info

## **Dart Dev Summit** 2 days. 17+ talks.

October 26–27 Munich, Germany

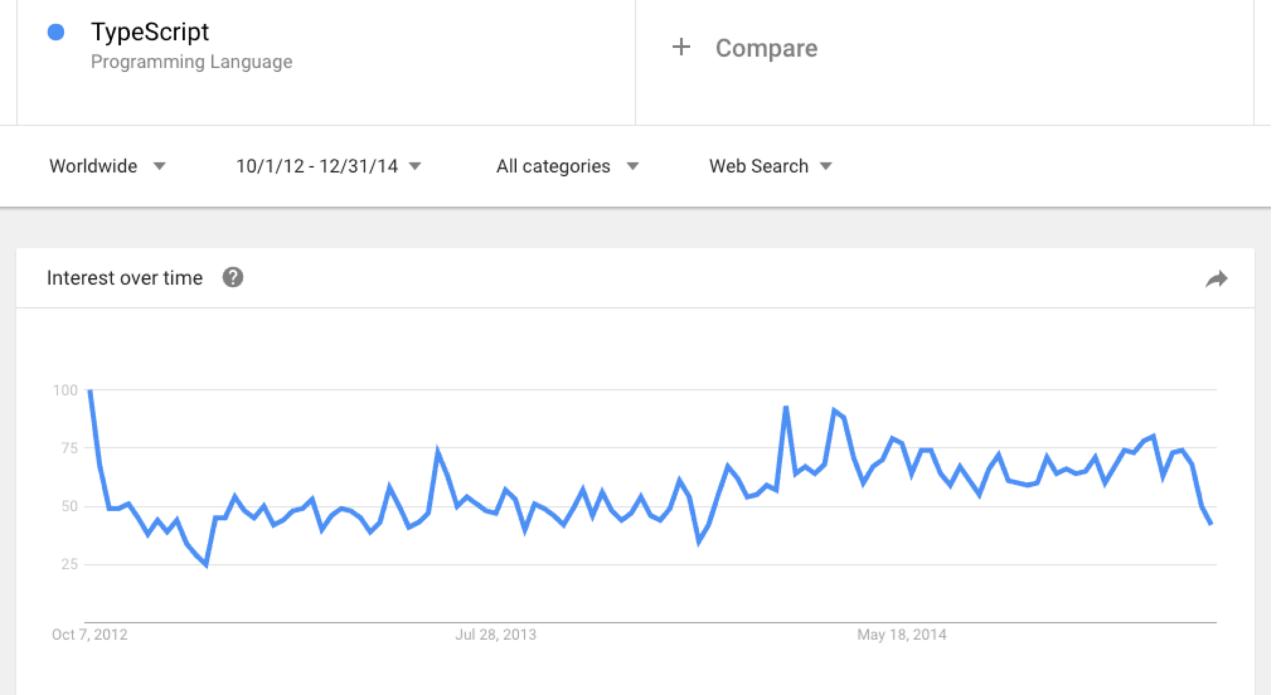
S WATCH

# Microsoft augments JavaScript for large-scale development

In an extension to JavaScript, Microsoft provides static typing, classes and modularization

### 💟 🗗 🛅 🚭 🎯 🙆 🖂 🕞

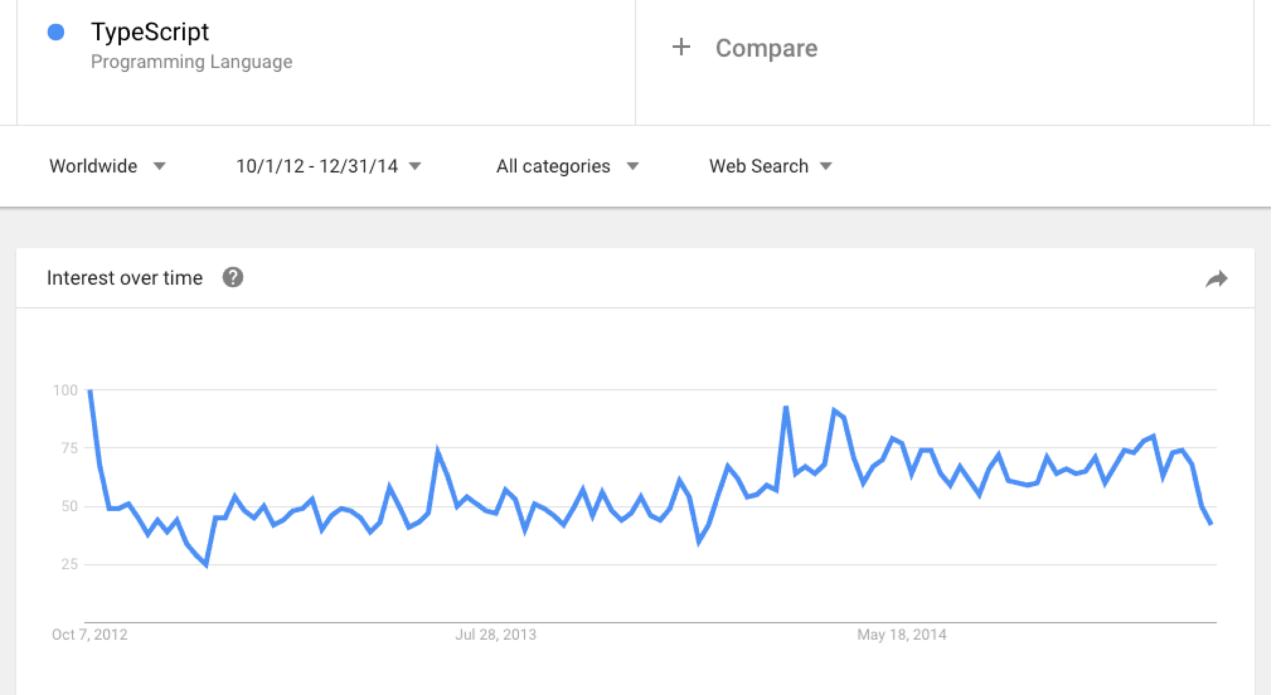
By IDG News Service staff IDG News Service | OCT 1, 2012



# Why I Was Wrong About TypeScript













# "We risk a lot by building our core on top of TypeScript."

# "I don't hear anyone talking about TypeScript."

# "I like to keep my JavaScript pure, as God intended."

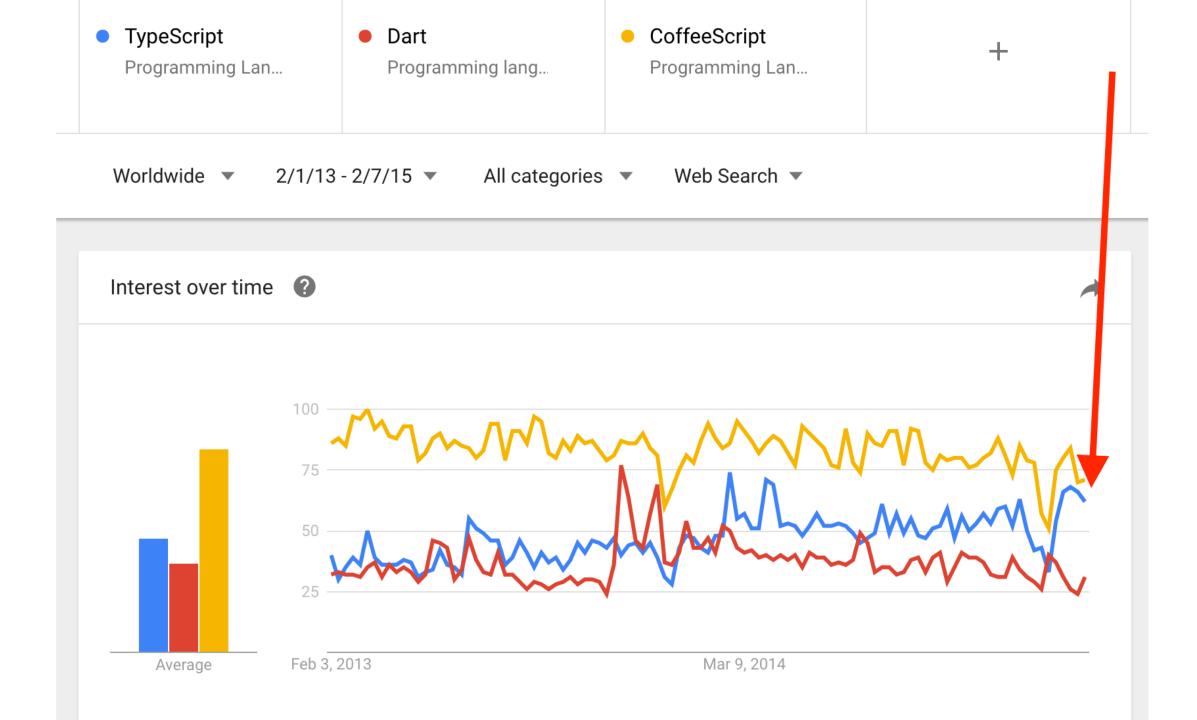
# Build better NativeScript apps with TypeScript

TypeScript is a first-class citizen in NativeScript. TypeScript is a typed superset of JavaScript that compiles to plain JavaScript. In addition to the great features you like about JavaScript, TypeScript offers benefits of special interest to developers coming from Strongly Typed, or Object Oriented backgrounds.

### Why TypeScript?



"TypeScript helped us to reuse the team's knowledge and to keep the same team velocity by providing the same excellent developer experience as C# ... A huge improvement over plain JavaScript."



<ul> <li>TypeScript</li> <li>Programming language</li> </ul>	<ul> <li>Dart Programming language</li> </ul>	<ul> <li>CoffeeScript Programming language</li> </ul>	+ Add comparison
Worldwide 🔻 2/1/15 - 11/1/17	<ul> <li>All categories</li> <li>Web S</li> </ul>	Search 🔻	
Interest over time ⑦			*
100			~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
75			
50 —		~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	
25			
Average Feb 1, 2015	Note Jan 17, 2016	Jan 1, 201	17

# Why I Was Wrong About TypeScript

## Microsoft And Google Collaborate On Angular 2 Framework, TypeScript Language

Posted Mar 5, 2015 by Frederic Lardinois (@fredericl)



todo.ts	ADVERTISEMENT				
<pre>import {Component, Template} from 'annotations'; import {bootstrap, Foreach} from 'angular2/angular2'; import {bind} from 'angular2/di'; import {AngularFire, FirebaseArray} from 'firebase/AngularFire';</pre>					
<pre>@Component({     selector: 'todo-app',     componentServices: [         AngularFire,         bind(Firebase).toValue(new Firebase('https://webapi.firebaseio-demo.com/test'))     ] }) @Template({     url: '/todo.html', </pre>					
directives: [For] }) Foreach alias					
class       TodoApp {       FormData       interface         todoService:       FirepaseArray;	Crunchbase				

Next S

## Microsoft Launches Visual Studio Code, A Free Cross-Platform Code Editor For OS X, Linux And Windows

Posted Apr 29, 2015 by Frederic Lardinois (@fredericl)





At its Build developer conference, Microsoft today announced the launch of Visual Studio Code, a lightweight cross-platform code editor for writing modern web and cloud applications that will run on OS X, Linux and Windows. The application is still officially in preview, but you can now download it here.

#### Crunchbase

Microsoft	-
FOUNDED 1974	
OVERVIEW	

Next Story

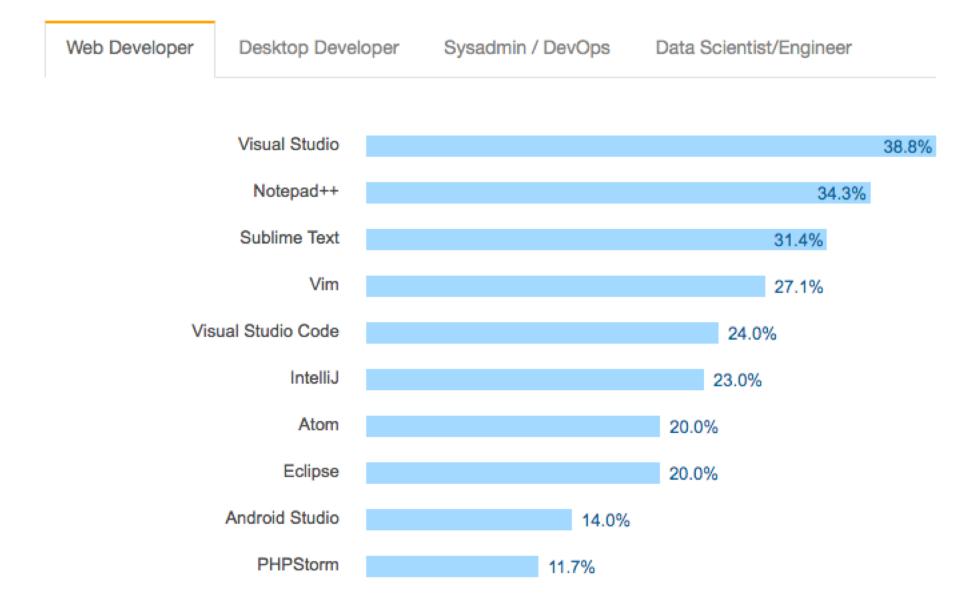
Microsoft is an American multinational corporation that develops, manufactures, licenses, supports, and sells a range of software products and services. Microsoft's devices and consumer (D&C) licensing segment licenses Windows operating system and related software; Microsoft Office for consumers; and Windows Phone operating system. The company's computing and gaming hardware segment provides ...

#### LOCATION Redmond, WA

#### CATEGORIES

Collaboration, Developer Tools, Cloud Computing,

#### Most Popular Developer Environments by Occupation







I'm sold on TypeScript. Would like to move as many of my projects to it as I can, not sure about the Node workflow though.



Dave Herman @littlecalculist



I ported my first nontrivial JS lib to @typescriptlang and it was a pure joy. What a lovely piece of technology.



Sign in / Sign up



Felix Rieseberg Follow
Desktop Engineer @Slack. @TryGhost Core Team. || Previously open source @Microsoft, exec edito...
Apr 11 · 7 min read

## **TypeScript at Slack**

Or, How I Learned to Stop Worrying & Trust the Compiler





# 3 reasons

# 1) Commitment to the ECMAScript standard

"Some examples [of compile-to-JavaScript frameworks], like Dart, portend that JavaScript has fundamental flaws and to support these scenarios requires a "clean break" from JavaScript in both syntax and runtime. We disagree with this point of view. We believe that with committee participant focus, the standards runtime can be expanded and the syntactic features necessary to support JavaScript at scale can be built upon the existing JavaScript standard."

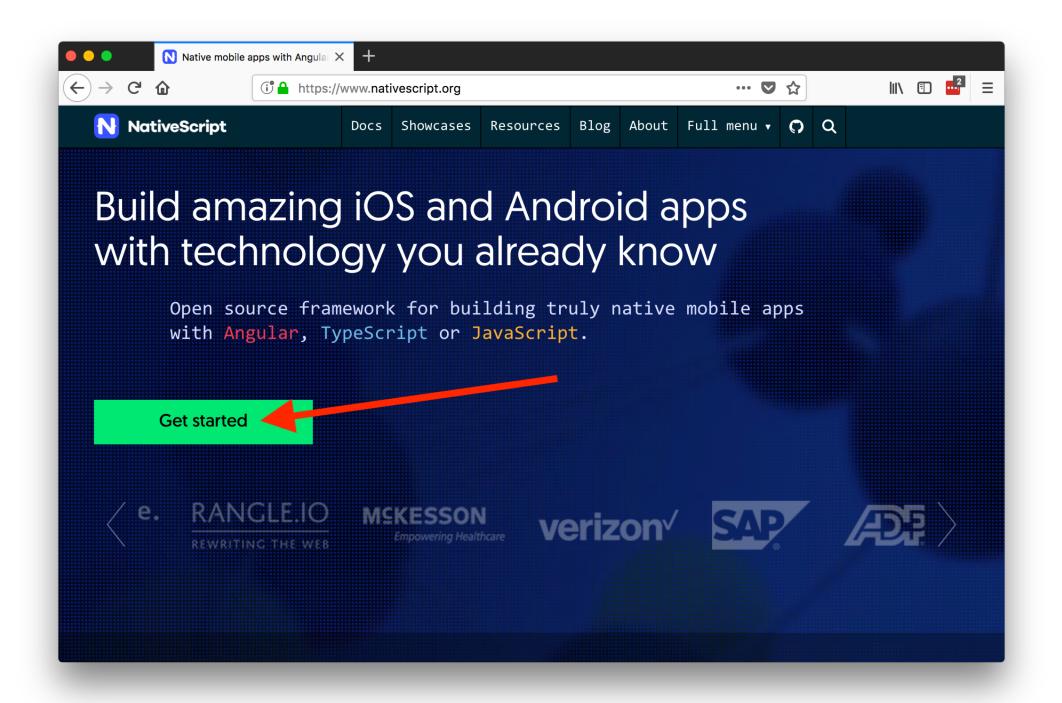
		<b>97</b> %	Compilers/polyfills 56% 71% 48% 59% 18%				
Feature name	۲	Current browser	Traceur	Babel + core-js <sup>[2]</sup>	Closure	Type- Script ± core-js	es6- shim
Optimisation							
proper tail calls (tail call optimisation)	►	0/2	0/2	0/2	0/2	0/2	0/2
Syntax							
default function parameters S	►	7/7	4/7	4/7	4/7	5/7	0/7
rest parameters S	►	5/5	4/5	3/5	2/5	4/5	0/5
🔵 <u>spread () operator</u> 🞑	►	15/15	15/15	13/15	12/15	4/15	0/15
object literal extensions		6/6	6/6	6/6	4/6	6/6	0/6
forof loops <sup>C</sup>	►	9/9	9/9	9/9	6/9	3/9	0/9
<u>octal and binary literals</u>	►	4/4	2/4	4/4	4/4	4/4	2/4
template literals	►	5/5	4/5	4/5	3/5	3/5	0/5
RegExp "y" and "u" flags	►	5/5	3/5	3/5	0/5	0/5	0/5
destructuring, declarations	►	22/22	20/22	21/22	19/22	15/22	0/22
destructuring, assignment S	►	24/24	23/24	24/24	17/24	19/24	0/24
destructuring, parameters S	►	23/23	19/23	20/23	18/23	15/23	0/23
<ul> <li>Unicode code point escapes</li> </ul>	►	2/2	1/2	1/2	1/2	1/2	0/2

2) Types are opt-in

3) Tooling

# So should you use TypeScript?

- Are your apps big?
- Do you work on a team?
- Unfamiliar codebases?
- Non JS developers that need to write JS code?



## Thanks! @tjvantoll

