



TIPAGEM BÁSICA

O que já sabemos em JS, mas em TS

number

```
let x: number
```

```
x = 1
```

```
x = 1.1
```

```
x = Math.random()
```

```
function returnTheSame(num: number): number {  
    return num  
}
```

```
returnTheSame(x)
```

string

```
let name: string
let value: string

name = "Gustavo"
name = name + " XPT0" // "Gustavo XPT0"
value = num.toString()

function returnTheSame(str: string): string {
    return str
}

returnTheSame(name)
```

boolean

```
let isHappen: boolean  
let haveName: boolean
```

```
isHappen = true  
isHappen = false  
haveName = Boolean(name)
```

```
function thereIsName(str: string): boolean {  
    return Boolean(str)  
}
```

```
thereIsName(name)
```

any

```
let x // implícito  
let y: any // explícito
```

```
x = 1  
y = 2
```

```
x = ""  
y = "Gustavo"
```

```
x = () => {}  
y = true
```

Array

```
let peopleNames: string[]  
let randomNumbers: Array<number>  
  
peopleNames = [  
    "Gustavo",  
    "Yasmin",  
    "Neto",  
    "Ariel",  
    "Helena",  
    "Josenilda"  
]  
randomNumbers = [11, 32, 123, 64, 99, 72]
```

Tupla

```
let twoNames: [string, string]  
let threeNumbers: [number, number, number]  
let anything: [string, number, boolean]
```

```
twoNames = ["Gustavo", "Yasmin"]  
threeNumbers = [11, 32, 123]  
anything = ["Gustavo", 11, true]
```

Enum

```
enum Default {  
    ZERO, // implicitamente recebe 0  
    BLUE = "#00FFFF",  
    ONE = 1  
}  
let color: Default  
  
color = Default.ZERO // 0  
color = Default.BLUE // #00FFFF  
color = Default.ONE // 1
```

unknown

```
let valorDesconhecido: unknown
```

```
valorDesconhecido = true;  
valorDesconhecido = 100.0;  
valorDesconhecido = 5;  
valorDesconhecido = "String";  
valorDesconhecido = null;  
valorDesconhecido = undefined;
```

null e undefined

```
let u: undefined = undefined  
let n: null = null
```

void

```
let x: number = 10
```

```
function doubleX(): void {  
    x = x * 2  
}
```

```
doubleX() // x é igual a 20 agora
```

Objetos

```
interface Person {  
    name: string  
    age: number  
}  
  
const obj: Person = {  
    name: "João",  
    age: 12  
}
```