



Mastering TypeScript - Second Edition

By Nathan Rozentals

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Build enterprise-ready, industrial-strength web applications using TypeScript and leading JavaScript frameworks

About This Book

- Start with the basics, then enhance your knowledge with in-depth discussions on language features, third-party libraries, design patterns and more
- Practical examples that show how to use TypeScript with popular frameworks, including Backbone, Angular 2, React, Aurelia, Node and others
- Focus on test-driven development to build high quality applications that are modular, scalable and adaptable

Who This Book Is For

Whether you are a JavaScript developer aiming to learn TypeScript, or an experienced TypeScript developer, this book will take your skills to the next level. From basic to advanced language constructs, test-driven development, object-oriented techniques and industry standard design patterns, you will learn how to get the most out of the TypeScript language.

What You Will Learn

- Gain an insight into core and advanced TypeScript language features
- Integrate your existing JavaScript libraries and third-party frameworks by writing and using declaration files
- Target popular JavaScript frameworks such as jQuery, Backbone, Angular, Aurelia, React, Node, and Express
- Create extensive test suites for your application with Jasmine, Protractor, and Selenium
- Organize your application code using modules, AMD loaders, Require and SystemJs
- Explore advanced object-oriented design principles, including Dependency Injection
- Understand and compare the various MVC implementations in Aurelia,

Angular, React and Backbone

- Build a complete single-page web application that incorporates CSS animations to enhance your customers' browsing experience

In Detail

The TypeScript language, compiler, and opensource development toolset brings JavaScript development up to the enterprise level. It allows us to use ES5, ES6, and ES7 JavaScript language features today, including classes, interfaces, generics, modules, and more. Its simple typing syntax enables building large, robust applications using object-oriented techniques and industry standard design principles.

Packed with practical, real-world examples, this book is a guide to bringing the benefits of strongly typed, object-oriented programming and design principles into the JavaScript development space. Starting with core language features, and working through more advanced topics such as generics and asynchronous programming techniques, you will learn how to gain maximum benefit from your JavaScript development with TypeScript. With a strong focus on test-driven development, and coverage of many popular and in-demand JavaScript frameworks, you can fast-track your TypeScript knowledge to a professional level. By the end of this book, you will be able to confidently build TypeScript applications, whether you are targeting Angular, Aurelia, React, Backbone, Node, or any other JavaScript framework.

Style and approach

With generous doses of small, easy to follow code samples, this hands-on guide builds up your TypeScript knowledge incrementally. Starting with entry-level concepts, and moving towards intermediate and then advanced techniques, this book provides practical examples of real-world techniques to build robust, testable, adaptable and enterprise-ready JavaScript applications.

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Editorial Review

About the Author

About the Author

Nathan Rozentals has been building commercial software for over 26 years, and programming for a lot longer than that. Before the internet even became a thing, he was building statistical analysis programs on mainframes. Like many programmers at the time, he helped save the world in the year 2000.

He has worked with and tried to master many object-oriented languages, starting by implementing object-oriented techniques in plain old C. Having spent many years working with C++, chasing obscure thread locking issues and recursive routines causing memory leakage, he decided to simplify his life by embracing automatic garbage collection in Java and then C#.

As the world moved from thick-client to n-tier to web technologies, his focus turned to modern web programming, and so to JavaScript. In TypeScript he found a language in which he could bring all of the object-oriented design patterns he had learned over the years to JavaScript.

If it were not for extreme programming techniques, agile delivery, test driven development and continuous integration, he would have lost his mind many years ago.

When he is not programming, he is thinking about programming. To stop thinking about programming, he goes windsurfing, plays soccer, or simply watches the professionals play soccer. They are so much better at it than he is.

Users Review

From reader reviews:

Beulah Scherr:

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Juan Dishon:

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