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Master the TypeScript language and its latest features. Explore state-of-the-art application systems and use the best industry practices in TDD, OOP and UI design. Key Features Learn Key Features of TypeScript 3 and explore advanced language functions through in-depth discussion. Use TypeScript with state-of-the-art frameworks including Backbone, Angular, Aurelia, React and Node. Learn TDD techniques, OOP techniques, and the best industry methods to create high-quality, modular, and adaptable applications. Long Description TypeScript is both a language and a toolkit for creating JavaScript. It was developed by Microsoft's Anders Hejlsberg to help developers write Enterprise-scale JavaScript. Starting with the introduction of TypeScript before moving on to basic concepts, each section is based on previous knowledge gradually and easily understood. Advanced and powerful language functions are all covered, including asynchronous programming techniques, decorators and generics. This book explores many of the modern frameworks of JavaScript and TypeScript side by side so that the reader learns their strengths and weaknesses. It will also carefully examine the unit and integration testing for each structure. The world's best applications use well-known design patterns to be scalable, support, and test. This book looks at some of these object-oriented methods and patterns and shows real implementations. By the end of the book you have created a comprehensive, integrated web application to show how TypeScript language functions, design patterns and best industry practices can be taken into a real scenario. What you will learn gain insight into the core and advanced features of TypeScript Language Integration of existing JavaScript libraries and third-party frameworks using Ad Files target popular JavaScript infrastructures such as Angular, React, and more Create test kits for your application with jasmine and Selenium To Organize application code using modules, AMD loaders, and SystemJS Explore advanced object-oriented design principles , Angular, Responsive, and more free download Udemy Mastering TypeScript - Second edition. With this course, you can write the best code with TypeScript language functions. This course was created by Packt Publishing. It was rated 4.2 out of 5 by approximately 5,832 ratings. There are about 60,498 users enrolled with this course, so don't wait to download yours now. This course also includes 3.5 hours of on-demand video, 1 additional resource, full access to life, access to mobile phone and TV - Certificate of Completion.What will you learn? Make a sample of the application and analyze its overall structure to understand the type of TypeScript system and how to use it more Use information from static types to ensure rigor and reduce errors Expand your knowledge of ES6 classes and how they relate to Pre-ES6 templates effectively interact with the type system to improve structured code Learn using JavaScript libraries in TypeScript Code Improvement with The functions of TypeScript Language Using advanced experimental ES6, ES7 and ES8 featuresWriting large applications in JavaScript is a problem. TypeScript brings JavaScript to the ground, providing additional static input and future JavaScript features today. TypeScript gives the developer instant feedback about the code they write to catch bugs at the beginning of the development process. Because it's moved to JavaScript, developers can take advantage of future JavaScript features today. This course takes you on a journey through interaction with the type system to work effectively with more advanced language functions. This will strengthen your knowledge of TypeScript and help you see the benefits it brings. We use an exemplary approach that will guide you through the restaurant order sample app. In addition, we're taking it one step further by showing you how to automate custom code-based checks and how to close statically more gaps. About AuthorDavid Sherret is a software developer in the healthcare industry. As part of this, he leads several projects, including one that supports logistics for specialty pharmaceuticals and supports patented technology to reduce health insurance fraud. You can find his answers to questions on the TypeScript tag on the overflow stack. Get Mastering TypeScript - The second edition is out now with O'Reilly Online Learning. O'Reilly members experience live online learning as well as books, videos and digital content from 200 publishers. Create ready-to-work industrial-strength web apps with TypeScript and JavaScriptAbout This BookStart platforms with the basics, and then a level of knowledge with an in-depth discussion of language functions, third-party libraries, design patterns and more practical examples that show how to use TypeScript with popular platforms including Backbone, Angular 2, React, Aurelia, Node and otherFocus, scalable and adaptableWho this book to why you javascript developer to learn TypeScript , or an experienced TypeScript developer, this book will take your skills to the next level. From basic to advanced language designs, testing-oriented development, object-oriented techniques, and industry-standard design patterns, you'll learn how to get most of the TypeScript language. What you'll learn is understanding the basic and advanced functions of TypeScriptIntete existing JavaScript libraries and third-party frameworks by writing and using declaration filesOnly popular JavaScript frames such as jQuery, Backbone, Angular, Aurelia, React, Node and ExpressCreate extensive test packages your app with jasmine, Protactor and SeleniumOrganize SeleniumOrganize with modules, AMD loaders, Require and SystemJsExplore. advanced object-oriented design principles, including the dependence of InjectionUnderstand and compare the various implementations of MVC in Aureria, Angular, React and BackboneBuild is a complete one-page web application that includes CSS animations to enhance the viewing experience of your customersIn DetailThe TypeScript language, compiler that allows us to use ES5, ES6 and ES7 JavaScript language features today, including classes, interfaces, generics, and many other. Simple input syntax allows you to create large, reliable applications using object-oriented methods and industry-standard design principles. This book, crammed with practical, real-world examples, is a guide to incorporating the benefits of highly targeted, object-oriented programming principles and design into the JavaScript development space. Starting with basic language functions and working on more advanced topics such as generics and asynchronous programming methods, you'll learn how to get the most out of JavaScript development with TypeScript. By focusing on test-driven development and covering many of JavaScript's popular and in-demand infrastructures, you can quickly track your TypeScript knowledge at a professional level. By the end of this book, you'll be able to confidently build TypeScript applications, whether you're targeting Angular, Aurelia, React, Backbone, Node or any other JavaScript infrastructure. Style and approachS generous doses of small, easy to follow code samples, this practical guide creates your TypeScript knowledge gradually. From entry-level concepts to intermediate and then cutting-edge methods, this book provides practical examples of real-world techniques for building reliable, testable, adaptable, and ready-to-work JavaScript applications. Download the approximate code for this book. You can download the code of about it for all the Packt books you purchased from your account in . If you purchased this book elsewhere, you can visit and register to have a file code. Mastering TypeScript - Second edition of Mastering TypeScript - Second edition of Credits About The Author About Reviewers www.PacktPub.com customer feedback for Foreword 1. TypeScript - Tools and Framework Options 2. Types, variables and functional methods 3. Interfaces, classes and inheritance 4. Decorators, generics and asynchronous features 5. Writing and using Declaration 6 files. Third-party libraries 7. TypeScript 8 compatible frameworks. Development test drive 9. Testing type-written compatible frames 10. Modularization 11. Object-oriented programming 12. Addiction injection 13. Applications for construction 14. Let's Hand Dirty Hands © 1996-2014, Amazon.com, Inc. or its affiliates

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