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	Autore	Nance C (Christopher)
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		Code manipulation Controlling compiler output; JavaScript output; Source maps; Advanced options; Summary; Chapter 4: Object-oriented Programming with TypeScript; The basics; SOLID - object-oriented design; Understanding inheritance; Encapsulation; Abstraction; Polymorphism; Method overloading; Operator overloading; Method overrides; References; Summary; Chapter 5: Creating a Simple Drawing Application; Setting up the project; The shapes; Basic shapes; Drawing shapes; Making the application interactive; The engine; Mouse events; User options; Summary
		Chapter 6: Declaration Files and Library Integrations Declaration files; Third-party library integration; Installing NuGet packages; Integrating with jQuery; Integrating with Knockout; Using RequireJS; Summary; Chapter 7: Enhancing the Drawing Application; Converting to AMD

Sommario/riassunto	The book introduces the TypeScript language and its features to anyone looking to develop rich web applications. Whether you are new to web development or are an experienced engineer with strong JavaScript skills, this book will get you writing code quickly. A basic understanding of JavaScript and its language features are necessary for this book.