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Autore	Nance C (Christopher)
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Soggetti	TypeScript (Computer program language)
Lingua di pubblicazione	Inglese
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Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Getting Started with TypeScript; The advantages of TypeScript; Setting up the IDE; Hello World; Command-line compilation; Integrating Visual Studio; Creating a new project; Build options; Summary; Chapter 2: TypeScript Basics; Types; Functions; Interfaces; Classes; Definitions; Interfaces; Static and instance members; Properties; Enums; Modules; Internal modules; Generic objects; Summary; Chapter 3: The TypeScript Compiler; Generation of ECMAScript; ECMAScript version 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 modules; Binding the user controls; Reusable controls; Creating a View

Model; Generating a single output file; Styling the application;
Summary; Chapter 8: Debugging TypeScript; Debugging; Source maps;
Debuggers; Test-driven development; Unit testing; Adding tests;
Summary; Index

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.
