Référence rapide TypeScript

Types, interfaces, génériques, types utilitaires

Types de base

Primitifs

```
let name: string = "Alice";
let age: number = 25;
let active: boolean = true;
let data: null = null;
let x: undefined = undefined;
```

Types spéciaux

any	Désactiver la vérification de type
unknown	**any** sûr (doit être narrowé avant utilisation)
void	Pas de valeur de retour
never	Fonction qui ne retourne jamais (throw / infini)
object	Tout type non-primitif

Tableaux & Tuples

Tableaux

```
let nums: number[] = [1, 2, 3];
let names: Array<string> = ["a", "b"];
let matrix: number[][] = [[1, 2], [3, 4]];
```

Tuples

```
let pair: [string, number] = ["age", 25];
let rgb: [number, number, number] = [255, 0, 0];

// Named tuples (labels for readability)
type Point = [x: number, y: number];
```

Interfaces

Définir & Utiliser

```
interface User {
  name: string;
  age: number;
  email?: string;        // optional
  readonly id: number;   // immutable
}

const user: User = { name: "Alice", age: 25, id: 1 };
```

Étendre des interfaces

```
interface Employee extends User {
  role: string;
  department: string;
}
```

Signatures d'index

```
interface StringMap {
  [key: string]: string;
}
const env: StringMap = { NODE_ENV: "prod" };
```

Alias de type

```
type ID = string | number;
type Point = { x: number; y: number };
type Callback = (data: string) => void;
```

Interface vs Type

interface	Extensible avec **extends**, fusion de déclarations
type	Unions, intersections, types mappés, tuples

Unions & Intersections

Types union

```
type Status = "loading" | "success" | "error";
type ID = string | number;

function print(val: string | number) {
  if (typeof val === "string") {
    console.log(val.toUpperCase());
  }
}
```

Types intersection

```
type Named = { name: string };
type Aged = { age: number };
type Person = Named & Aged;
// Person has both name and age
```

Unions discriminées

```
type Shape =
  | { kind: "circle"; radius: number }
  | { kind: "rect"; w: number; h: number };

function area(s: Shape): number {
  switch (s.kind) {
    case "circle": return Math.PI * s.radius ** 2;
    case "rect":   return s.w * s.h;
  }
}
```

Fonctions

Paramètres typés & Retour

```
function add(a: number, b: number): number {
  return a + b;
}

// Arrow function
const greet = (name: string): string =>
  `Hello, ${name}!`;

// Optional & default params
function log(msg: string, level?: string): void {}
function log(msg: string, level = "info"): void {}
```

Surcharge de fonctions

```
function parse(input: string): number;
function parse(input: number): string;
function parse(input: string | number) {
  return typeof input === "string"
    ? parseInt(input)
    : input.toString();
}
```

Paramètres rest

```
function sum(...nums: number[]): number {
  return nums.reduce((a, b) => a + b, 0);
}
```

Génériques

Fonctions génériques

```
function identity<T>(value: T): T {
  return value;
}
identity<string>("hello"); // explicit
identity(42);              // inferred: number
```

Interfaces génériques & Contraintes

```
interface Box<T> {
  value: T;
}
const box: Box<number> = { value: 42 };

// Constraints
function getLen<T extends { length: number }>(
  item: T
): number {
  return item.length;
}
```

Énumérations

```
enum Direction { Up, Down, Left, Right }
let d: Direction = Direction.Up; // 0

enum Status {
  Active = "ACTIVE",
  Inactive = "INACTIVE",
}
let s: Status = Status.Active; // "ACTIVE"

// const enum (inlined at compile time)
const enum Color { Red, Green, Blue }
```

Gardes de type

Gardes intégrées

```
// typeof
if (typeof x === "string") { /* x: string */ }

// instanceof
if (err instanceof Error) { /* err: Error */ }

// in
if ("name" in obj) { /* obj has name */ }
```

Garde de type personnalisée

```
function isString(val: unknown): val is string {
  return typeof val === "string";
}

if (isString(input)) {
  input.toUpperCase(); // narrowed to string
}
```

Fonctions d'assertion

```
function assertDefined<T>(
  val: T | null
): asserts val is T {
  if (val === null) throw new Error("null");
}
```

Types utilitaires

Partial<T>	Toutes les propriétés optionnelles
Required<T>	Toutes les propriétés requises
Readonly<T>	Toutes les propriétés en lecture seule
Pick<T, K>	Sélectionner les propriétés K de T
Omit<T, K>	Supprimer les propriétés K de T
Record<K, V>	Objet avec clés K et valeurs V
Exclude<T, U>	Types de T absents de U
Extract<T, U>	Types de T présents aussi dans U
NonNullable<T>	Exclure null et undefined de T
ReturnType<T>	Type de retour de la fonction T
Parameters<T>	Types des paramètres de la fonction T
Awaited<T>	Dérouler le type Promise

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Exemples de types utilitaires

```
interface User { name: string; age: number; email: string }

type UserPreview = Pick<User, "name" | "email">;
type UserUpdate = Partial<User>;
type UserMap = Record<string, User>;
type CreateUser = Omit<User, "id">;
```