TypeScript Blueprints

Ivo Gabe de Wolff

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Key Features

- This book will help you whether you're a beginner or an expert
- Complete and complex projects provide codes that are ready and solutions for start-ups and enterprise developers
- The book will showcase the power and depth of TypeScript when it comes to high performance and scalability

Book Description

TypeScript is the future of JavaScript. Having been designed for the development of large applications, it is being widely incorporated in popular projects such as Angular JS 2.0. Adopting TypeScript results in more robust software, while still being deployable in apps where regular JavaScript would run.

Scale and performance lie at the heart of the projects built in our book. The lessons learned throughout this book will arm you with everything you need to build amazing projects. During the course of this book, you will learn how to build a complete Single Page Application with Angular 2 and create a popular mobile app using NativeScript.

Further on, you will build a classic Pac Man game in TypeScript. We will also help you migrate your legacy codebase project from JavaScript to TypeScript.

By the end of the book, you will have created a number of exciting projects and will be competent using TypeScript for your live projects.

What you will learn

- Build quirky and fun projects from scratch while exploring widely applicable practices and techniques
- Use TypeScript with a range of different technologies such as Angular 2 and React and write cross-platform applications
- Migrate JavaScript codebases to TypeScript to improve your workflow
- Write maintainable and reusable code that is helpful in the world of programming revolving around features and bugs
- Using System.JS and Webpack to load scripts and their dependencies.
- Developing highly performance server-side applications to run within Node Js.
- Reviewing high performant Node.js patterns and manage garbage collection.

About the Author

Ivo Gabe de Wolff has been a freelance developer under the name of ivogabe since 2012 and he is studying mathematics and computing sciences at Utrecht University. When he was eleven he started programming in Game Maker. Currently, he uses TypeScript on a daily basis. Recently, he has used TypeScript in lots of different environments, including mobile apps, servers, and command-line tools. Now he mainly specializes in NodeJS programming.

Furthermore, he is the author of various open source projects, including gulp-typescript. You can find his projects on github.com/ivogabe. If you want to read more about TypeScript, JavaScript, gulp, or Functional Programming, you can take a look at his blog at dev.ivogabe.com.

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