

TYPESCRIPT

1. Getting Started with Typescript

- What is typescript?
- Typescript installation
- Installing Typescript
- First Program

2. Basics

- Variables
- Types and Types Assertions
- Number and Booleans
- Tuples and enums

3. Arrays and Functions

- Arrays and Types
- Functions in TS
- Arrow Functions

4. Getting started with OOPS concepts

- Creating Classes and class properties
- Methods
- Access Modifiers
- Constructor
- Getters and Setters
- Static properties and methods
- Inheritance
- Interfaces

5. Modules and Namespaces

- **Introduction to Namespaces**
- **Namespaces Import**
- **Loading modules**
- **Importing and Exporting Modules**

Coverage of course contents will depend upon prior knowledge of the participant.