

The Umpire's Codebook

TypeScript in cricket terms — your over-by-over reference.

CricketScript

11 lessons · v1.0
field-first. code-second.

01

Primitive types

Player attributes

```
const name: string = "Sharma";
const age: number = 28;
const captain: boolean = true;
```

02

Arrays

Batting order

```
const lineup: string[] = [
  "Sharma", "Iyer", "Pierre"
];
```

03

Tuples

Partnership at the wicket

```
const pair: [string, string] =
  ["Sharma", "Iyer"];
```

04

Objects & interfaces

The player card

```
interface Player {
  name: string;
  role: string;
  age: number;
}
```

05

Union & literal types

Pick your bowler

```
type Style =
  "fast" | "spin" | "medium";
```

06

Function types

Bowl one

```
function bowl(
  speed: number,
  length: "short"|"good"|"yorker"
): Delivery {}
```

07

Optional & default params

Helmet on?

```
// optional
function padUp(helmet?: boolean) {}

// with a default
function padUp(helmet: boolean = true) {}
```

08

Type aliases

Runs are limited

```
type Run = 0|1|2|3|4|6;

const ball: Run = 4;
```

09

Enums

How they're out

```
enum Dismissal {
  Bowled, Caught, LBW,
  RunOut, Stumped
}
```

10

Generics

Test, ODI, or T20

```
interface Innings<T> {
  format: T;
  overs: number;
}
```

11

Type narrowing & guards

All-rounders

```
function isAllRounder(
  p: Player
): p is AllRounder {
  return p.bats && p.bowls;
}
```

CricketScript

Learn TypeScript through cricket.
11 lessons · ~45 min · v1.0



cricketscript.dev