

### General Types

- ✗ use **String**
- ✗ use **Number**
- ✗ use **Object**
- ✗ use **Boolean**

### Function Overloads

- ✗ put more general overloads before more specific ones
- ✓  sort overloads more general signatures after more specific signatures
- ✗ write several overloads that differ only in trailing parameters
- ✓  use optional parameters whenever possible
- ✗ write overloads that differ by type in only one argument position
- ✓  use union types whenever possible

### Strict configuration

```
"forceConsistentCasingInFileNames": true  
"strict": true  
"no-null-keyword": true  
"noImplicitReturns": true  
"noUnusedLocals": true
```

### Managing non existing values

```
{ "no-null-keyword": true }  
type Optional<T> = T | undefined
```

### Callback Types

- ✗ use the return type any
- ✓  use the return type void
- ✗ use optional parameters in callbacks unless you really mean it
- ✓  write callback parameters as non-optional
- ✓  write callback parameters as non-optional

### Overloads and Callbacks

- ✗ write separate overloads that differ only on callback arity
- ✓  write a single overload using the maximum arity



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