Development tooling: GitHub and Compiling TypeScript into JavaScript

This approximately one-hour active learning exercise will you help you make progress on the practical aspects of developing your operating system.

1. Get yourself a **private** GitHub repository.
2. Clone or download *Project 0* (the TSOS-2019 repository) from AlanClasses on GitHub. (Forking a public repository into a private one is complicated; don’t do that.)
3. Add Alan (GitHub user *Labouseur*) as a collaborator to your new repository.
4. Add the *Project 1* functional requirements as Issues in GitHub as elements of an “*Project 1*” milestone. Set the tag for each issue to “feature”. See snapshot below.
5. E-mail Alan with the URL of your **private** GitHub repository.
6. Set up and test your TypeScript development environment.
   a. Follow the instructions in README.md to get the TypeScript compiler installed, configured, (including tsconfig.json), and running.
   b. Tweak the tsconfig.json file so executing the tsc command compiles your project and puts the output files in the correct places.
   c. DO NOT USE Node.js. We don’t need it for this project; I don’t want it for this project; and I will not be running it when I compile and run your code to grade it. Hear me now and believe me later: TypeScript outputs JavaScript that runs in the browser without any help. That’s what we’re doing here. You don’t need a server of any sort for this project. So... just no.

Resources

- https://github.com/AlanClasses/TSOS-2019
- https://education.github.com/pack
- https://guides.github.com
- https://guides.github.com/features/issues/
- http://www.typescriptlang.org
- https://www.jetbrains.com/help/idea/typescript-support.html

Grading

Your work on this lab will contribute to your grade for *Project 1*.

Submitting

Commit your work to your **private** GitHub account in an appropriately-named folder. Make sure to tag your commit messages with the Issue number they address.