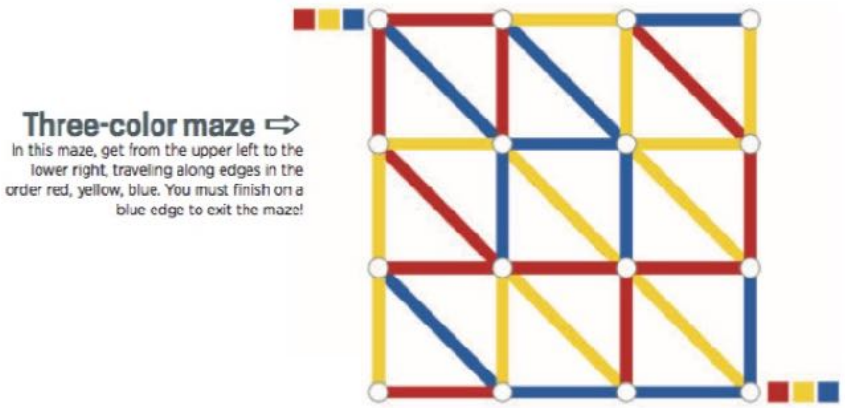
Operating Systems

CMPT 424

Lab 0

Goals	**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.
Instructions	1. Get yourself a **private** GitHub repository. 2. Clone or download *i*Project 0 (the TSOS-2015 repository) from AlanClasses on GitHub. (Forking a public repository into a private one is complicated, so don't do that.) 3. Add Alan (GitHub user *Labouseur*) as a collaborator to your new repository. 4. Add the *i*Project 1 functional requirements as Issues in GitHub as elements of an "*i*Project 1" milestone. Set the tag for each issue to "feature". 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 Node and the TypeScript compiler installed and running. b. Have a look at c in the repository. It's a script to invoke the TypeScript compiler from the command line. This is going to be easier than getting your IDE or Gulp to work at first (and perhaps ever). So do this. Then, if you like, work on automating the process in your IDE or with Gulp.
Resources	• https://education.github.com/pack • https://education.github.com/discount_requests/new • https://guides.github.com • https://guides.github.com/features/issues/ • http://www.typescriptlang.org • https://www.jetbrains.com/help/webstorm/2016.2/typescript-support.html • https://www.jetbrains.com/webstorm/ • https://www.jetbrains.com/student/
Grading	Your work on this lab will contribute to your grade for *i*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.



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