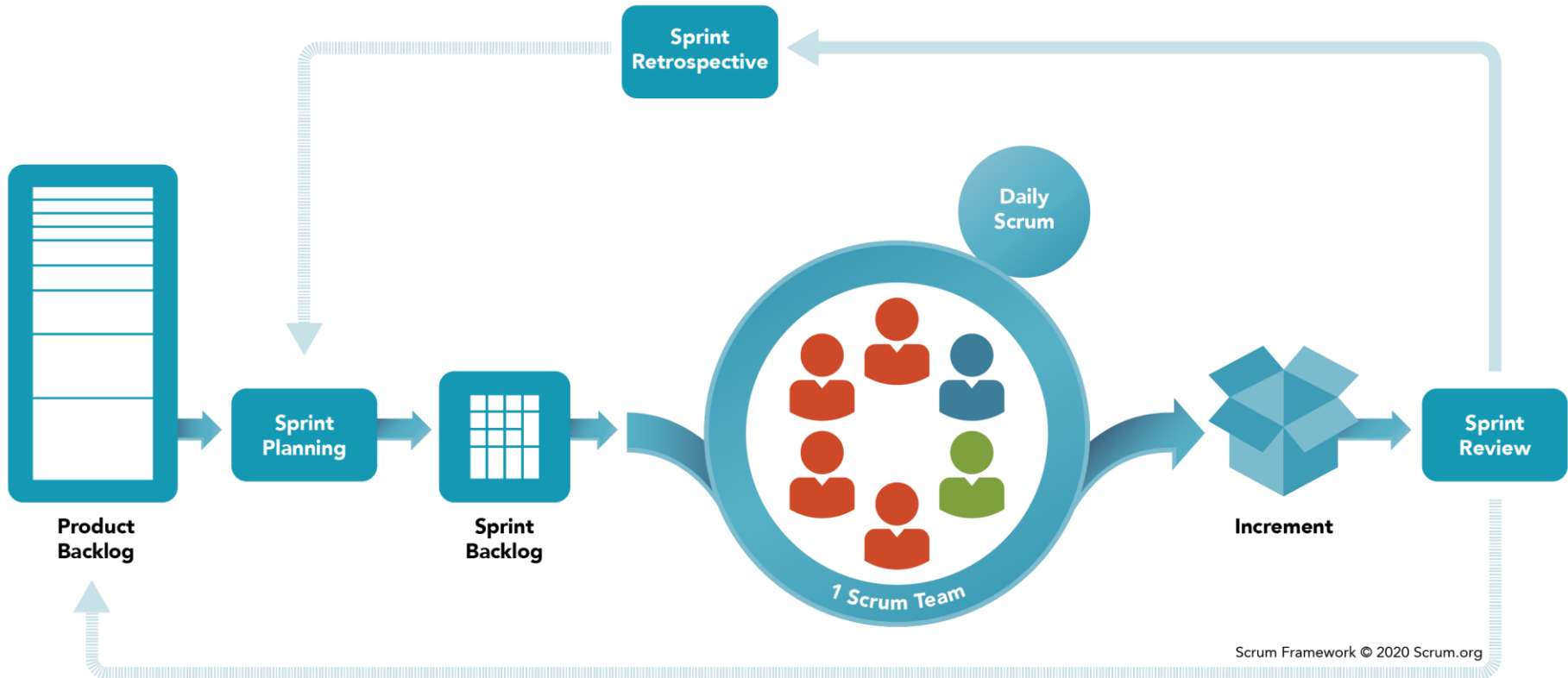


# Week 4 Day 5

## Scrum



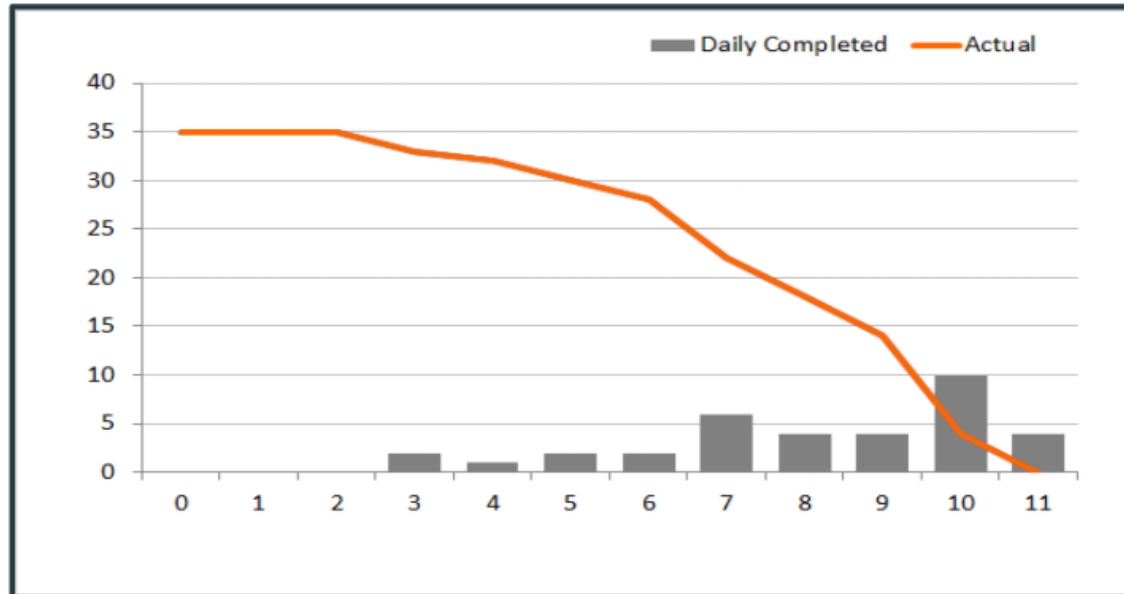
Scrum is the simplest implementation of the Agile framework



- **Product Owner**
  - Client/customer
- **Scrum Master**
  - Team leader
- **Project Backlog**
  - List of all project requirements
- **Sprint backlog**
  - List of sprint requirements
- **User Story**
  - An individual requirement
- **Sprint**
  - Period in which the team is developing
- **Velocity**
  - Sum of story points of all user stories complete that week

## Assigning Points to each user story

- Used to create burndown charts which show progress
- Assigning points is a team activity
  - Consider the risk, complexity, and repetition of each user story
  - Recommended to use Fibonacci sequence when assigning points



- **Spring Planning**
  - Devs, leaders, owner
  - Before every sprint
  - Determine scope, goals, and metrics
- **Daily Standup**
  - Lead by scrum master everyday
  - Quick 15 minutes
  - What you're working on, stuck on, and goals
- **Spring Review**
  - Anyone and everyone
  - Review what the team accomplished
  - Feedback
- **Sprint Retrospective**
  - Scrum master reviews metrics, and assesses efficiencies
  - Make improvements

# NodeJS

Javascript Runtime Environment



Open source, cross-platform, Javascript run-time environment

- Not a programming language
- Allows us to run JS outside of browser



## Package manager for JS

- Default manager of the node environment
- Consists of three components
  - Website: discovers packages, sets up profiles, and manages access to packages
  - CLI: runs in the terminal, interacts with npm
  - Registry: public repo for node packages



## Information/metadata for the project

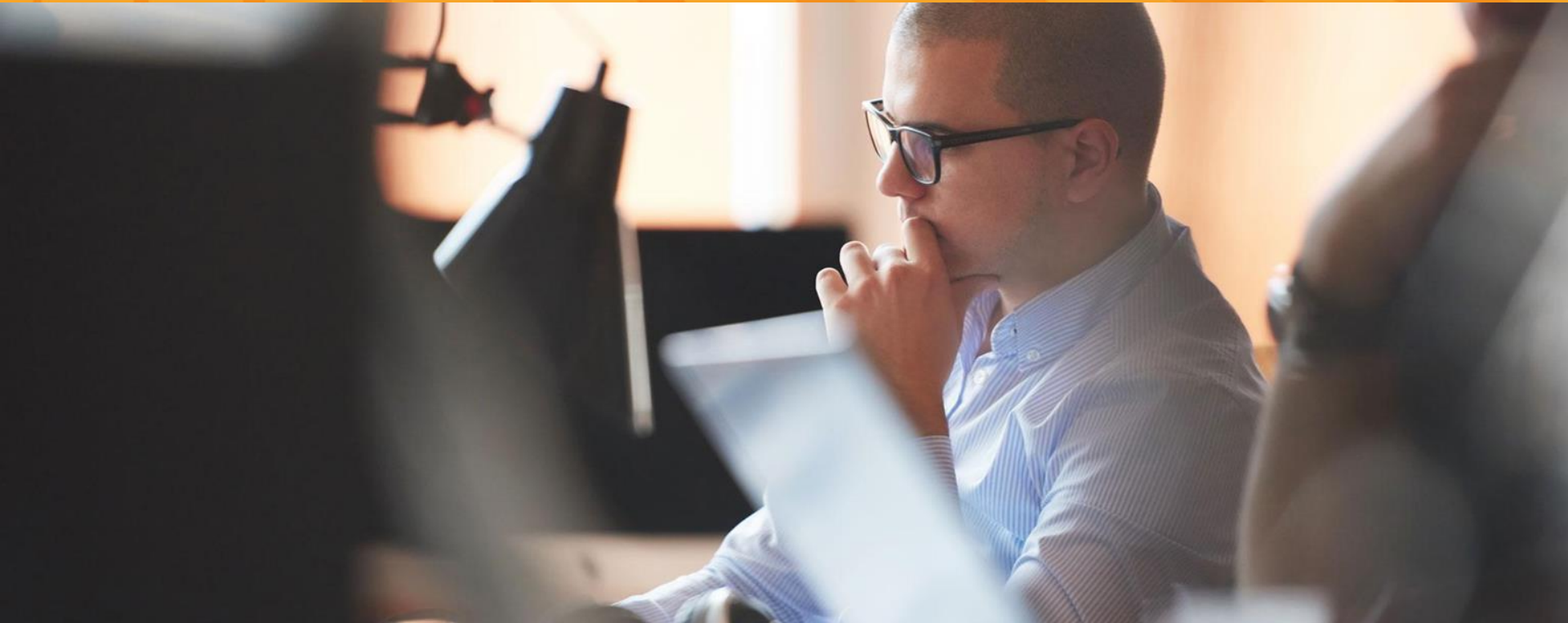
- Description
- Version
- License information
- Author
- Entry point
- Scripts
- Dependencies

```
1 {  
2   "name": "node-example",  
3   "version": "1.0.0",  
4   "description": "",  
5   "main": "index.js",  
6   "scripts": {  
7     "test": "echo \"Error: no test specified\" && exit 1"  
8   },  
9   "author": "",  
10  "license": "ISC"  
11 }  
12
```

- Modules allow developers to export and import javascript code
- Use the ``export`` keyword to create a module
- User the ``import`` keyword to import the module
- With NodeJS you must set the “type” property in the package.json to “module” to use it



# Install NodeJS



# TypeScript

Introduction



Open-source, object-oriented, typed, superset of Javascript by Microsoft

- All functionality of Javascript
- Additions of classes, interfaces, modules, more
- Portable
- Strong/static typing



- Install typescript with node package manager
  - `npm install -g typescript`
- Browser is unable to read typescript directly, we must transpile into javascript
  - Use the command `tsc` to output the corresponding javascript

Declare the type when declaring a variable:

```
let varname: [type] = value
```

- Boolean
- Number
- String
- Undefined
- Null
- Any
- Void
- Array
- Tuple
- Enum
- Never

Typescript adds extra class functionality to JS

- Use of the class and new keywords
- Inheritance with extends keyword
- Access Modifiers
  - Public
  - Private
  - Protected
- readonly modifier
- Getters and setters accessed like properties



Create contracts for classes/objects to implement

- Defined with the interface keyword
- Optional properties denoted with ?
- Not actually compiled

```
1 ~ export interface IUser {  
2     id?: number;  
3     username: string;  
4     personId?: number;  
5     email?: string;  
6 }
```



# Typescript DEMO

