003 TypeScript – enums and more VS Config

TypeScript Kata List – Blog Page

TypeScript Kata List – Github Page

# Duration

5 minutes

# Brief

[subject of kata]

# Instructions

Get Github folder or the entire katas-typescript repo.

Open the [before/\*.sln] file.

# Github

* Before (start kata with this)
  + [https://github.com/](https://github.com/robertdunaway/katas-typescript/tree/master/001%20TypeScript%20-%20declare%20variables)
* After
  + [https://github.com/](https://github.com/robertdunaway/katas-typescript/tree/master/001%20TypeScript%20-%20declare%20variables/after)

# Kata

Create an Enum using “Red”, “Green”, and “Blue”. This is a commonly used to demonstrate Enums.

TIP: Immediately you will notice red lines under your code with a message that indicates these are identifiers are duplicated. This is because the gulp tasks created a copy of the ts file in the wwwroot directory. To resolve this we need to create a new file in the root of our project named “tsconfig.json” and add the following content to it. Voila! Problem solved!

{

"exclude": [

"bower\_components",

"node\_modules",

"wwwroot"

]

}

Well, the problem is almost solved. Now when you build the TS file is used to properly generate a minified JS and map file. Everything should work except as you run your project you might notice that Visual Studio does a little file manipulation of its own which completely breaks everything.

To stop Visual Studio from interfering go to the Project 🡪 Properties and select the Build tab. Here you can disable Visual Studios compile for TypeScript on build.

Problem solved… for reals this time.

Create a variable and set it equal to the “Green” enum value.

Create another variable and set it equal to the enum in 0 (zero) position. By default, enums are zero based.

Create another “color” type enum but this time name the enum start at 5.

Create a variable and set it to one of the new enum values.

Write to the console the enum integer associated with one of the enum values.