

```

// Type definitions for [~THE LIBRARY NAME~] [~OPTIONAL VERSION NUMBER~]
// Project: [~THE PROJECT NAME~]
// Definitions by: [~YOUR NAME~] <[~A URL FOR YOU~]>

/*~ This is the module template file for class modules.
  *~ You should rename it to index.d.ts and place it in a folder with the same name.
  *~ For example, if you were writing a file for "super-greeter", this
  *~ file should be 'super-greeter/index.d.ts'
  */

/*~ Note that ES6 modules cannot directly export class objects.
  *~ This file should be imported using the CommonJS-style:
  *~   import x = require('someLibrary');
  *~
  *~ Refer to the documentation to understand common
  *~ workarounds for this limitation of ES6 modules.
  */

/*~ If this module is a UMD module that exposes a global variable 'myClassLib' ,
  *~ loaded outside a module loader environment, declare that global here.
  *~ Otherwise, delete this declaration.
  */
export as namespace myClassLib;

/*~ This declaration specifies that the class constructor function
  *~ is the exported object from the file
  */
export = MyClass;

/*~ Write your module's methods and properties in this class */
declare class MyClass {
    constructor(someParam?: string);

    someProperty: string[];

    myMethod(opts: MyClass.MyClassMethodOptions): number;
}

/*~ If you want to expose types from your module as well, you can
  *~ place them in this block.
  */
declare namespace MyClass {
    export interface MyClassMethodOptions {
        width?: number;
        height?: number;
    }
}

```