

Creating a JavaScript Action



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JavaScript Actions



JavaScript Actions



TypeScript Actions

- ⊕ Static typing
- ⊕ Classes
- ⊕ Interfaces



TypeScript Actions

Introducing the Auto Release Draft Action

Auto Release Draft

An action that creates a [GitHub release draft](#) based on a newly created [version tag](#), complete with change log.



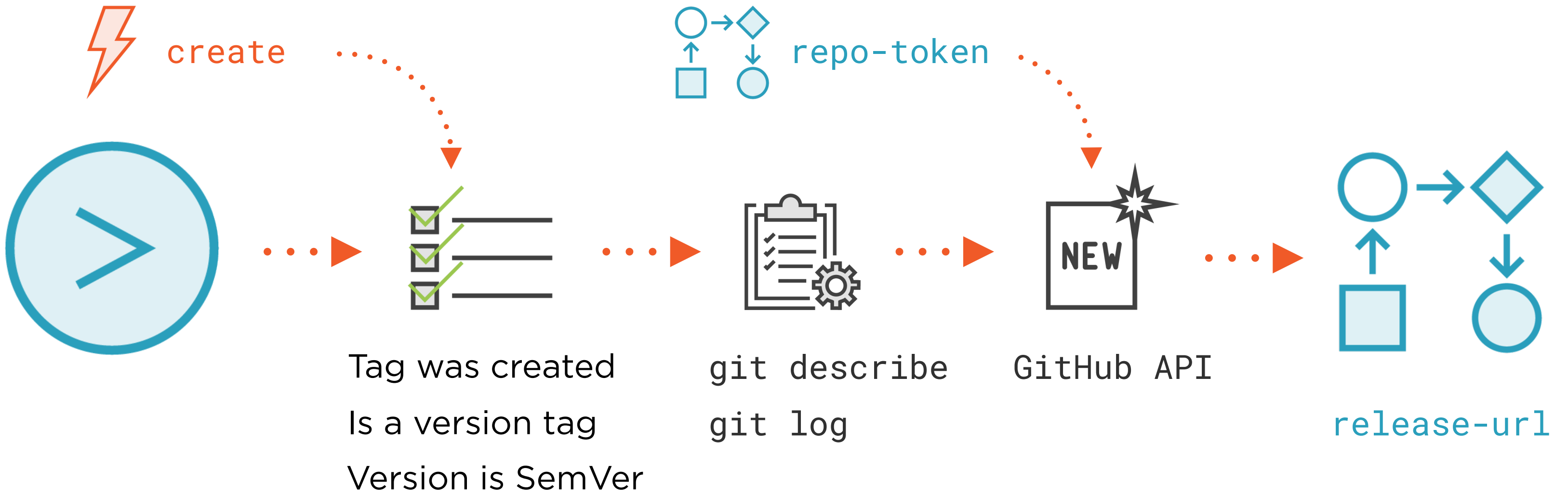
create



Commits



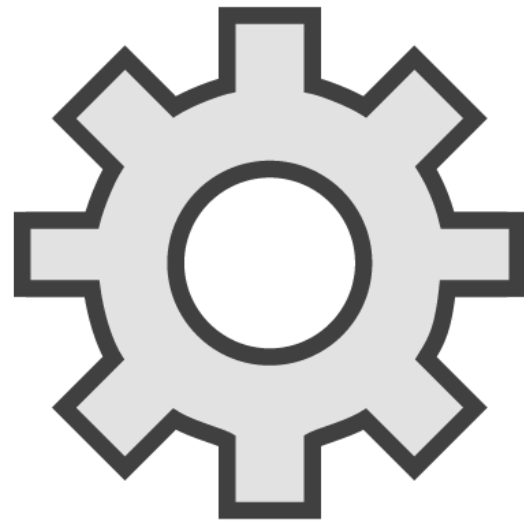
Release Draft



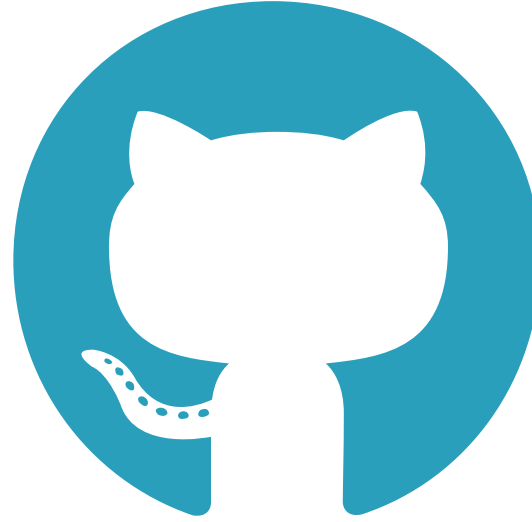
What You Will Learn



**Parsing
event data**



**Running
CLI programs**



**Invoking the
GitHub API**



**Error handling and
troubleshooting**

Other Things You Will Learn



Defining and reading **input parameters**



Returning and consuming **output parameters**



Sending information to the **build log**



Verifying that the action works with **automated tests**

Setting up the Environment

Demo

Create a repository from a template

- actions/typescript-action

Look at the structure of an action project

- The metadata file
- The dependencies
- The configuration files

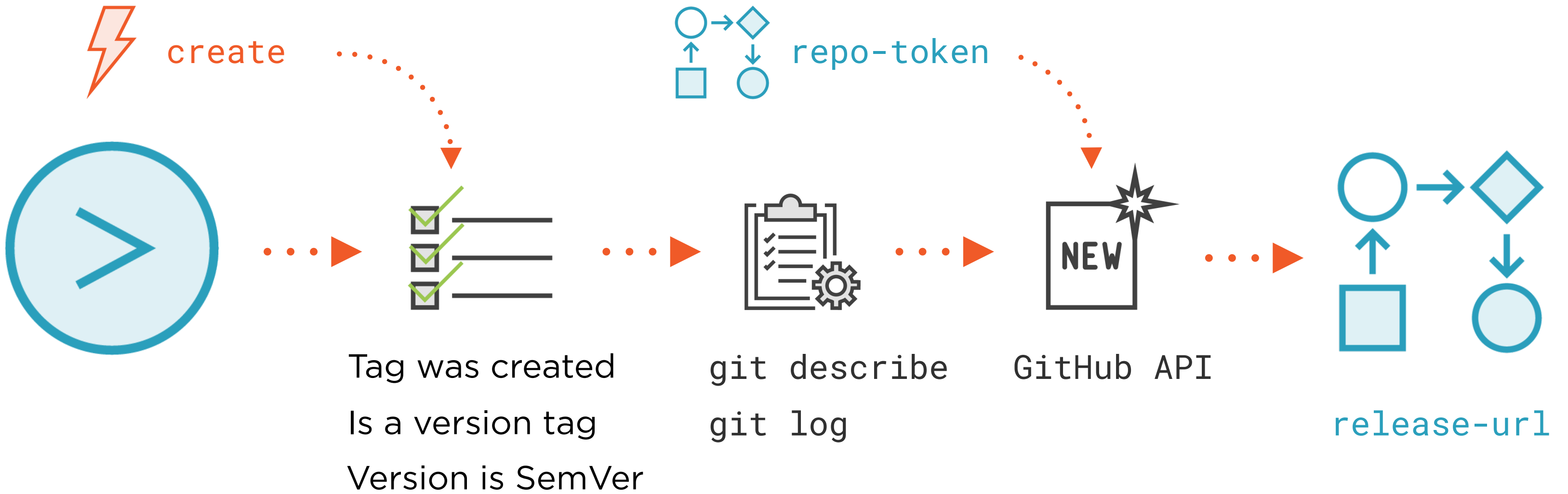
Configure the environment for VS Code

- Tasks
- Node.js debugger

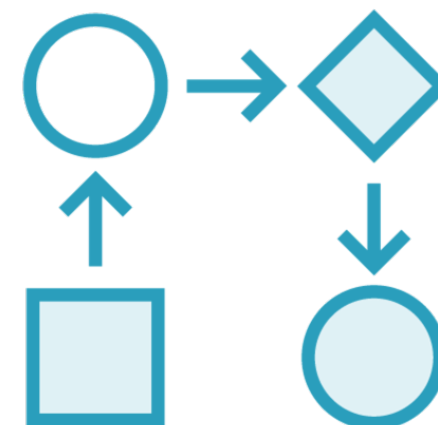
The Walking Skeleton

“A tiny implementation of the system that performs a small end-to-end function.”

Alistair Cockburn



 create

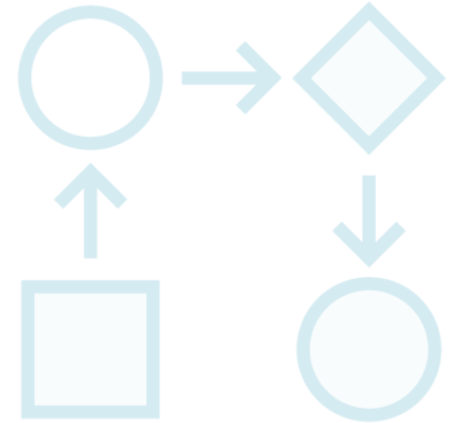
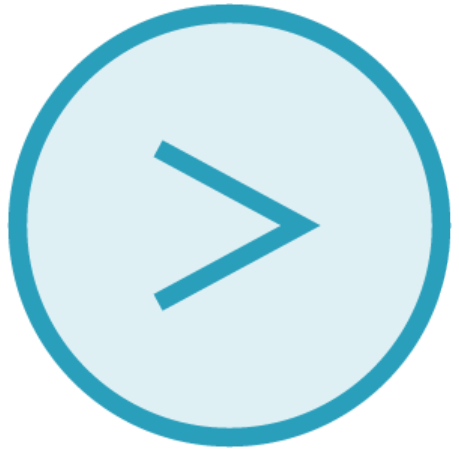


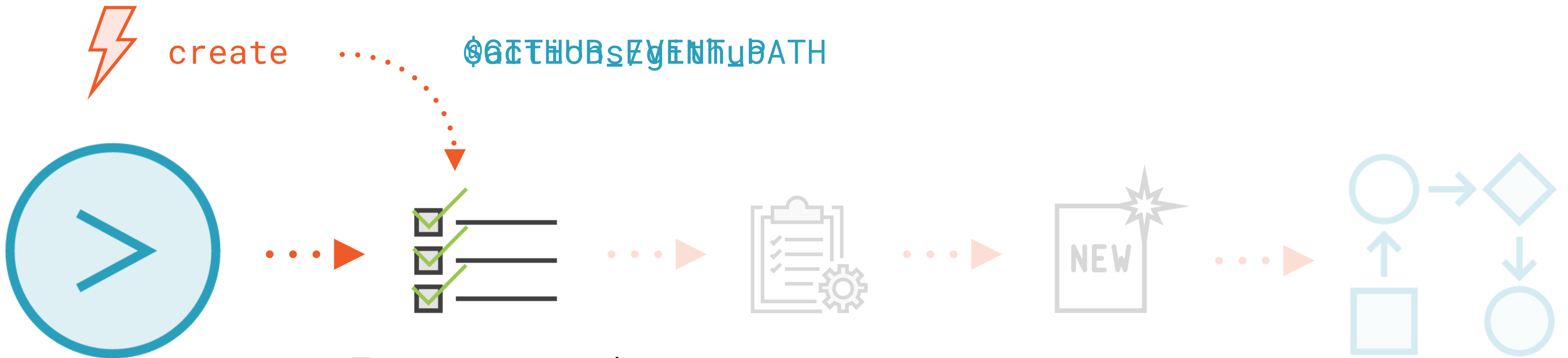
release-url

Parsing the Event Data



create



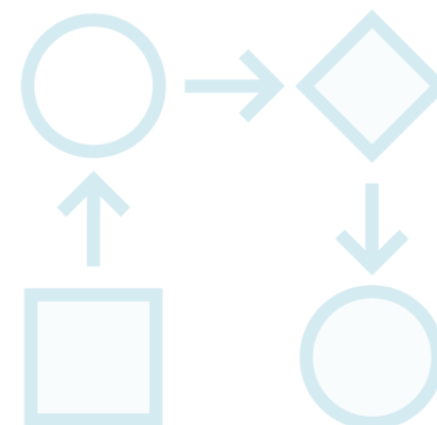


Tag was created
Is a version tag
Version is SemVer

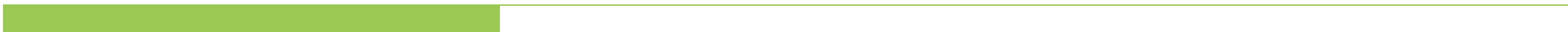


Running CLI Programs

 create

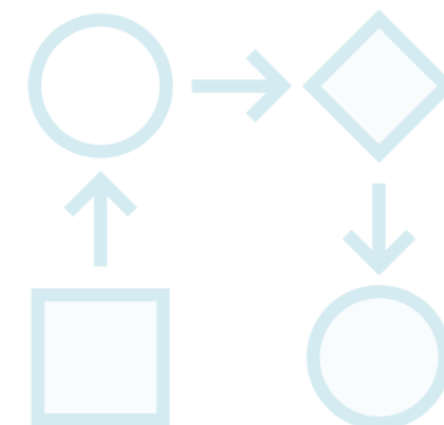


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@actions/exec



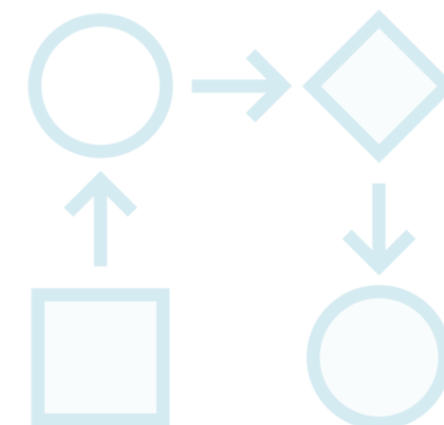
Tag was created
Is a version tag
Version is SemVer

git describe
git log



Using the GitHub REST API

 create



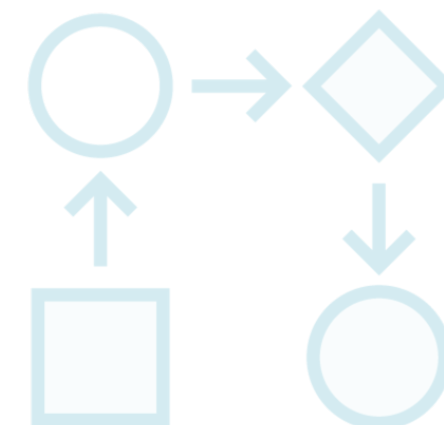
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git describe
git log



 create

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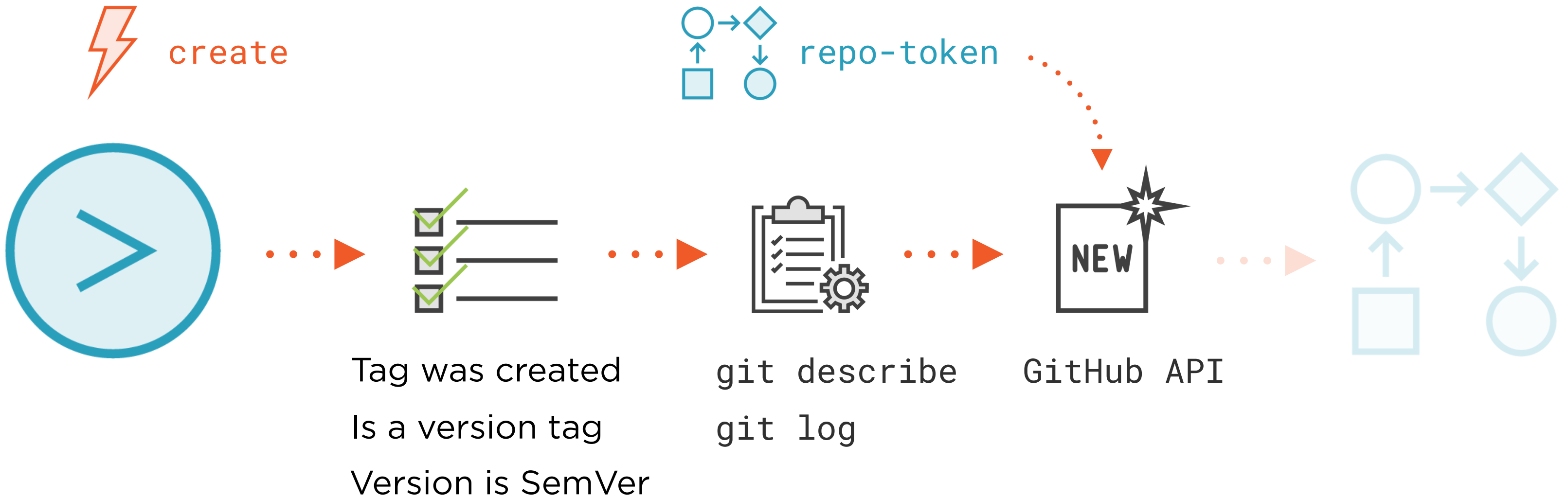


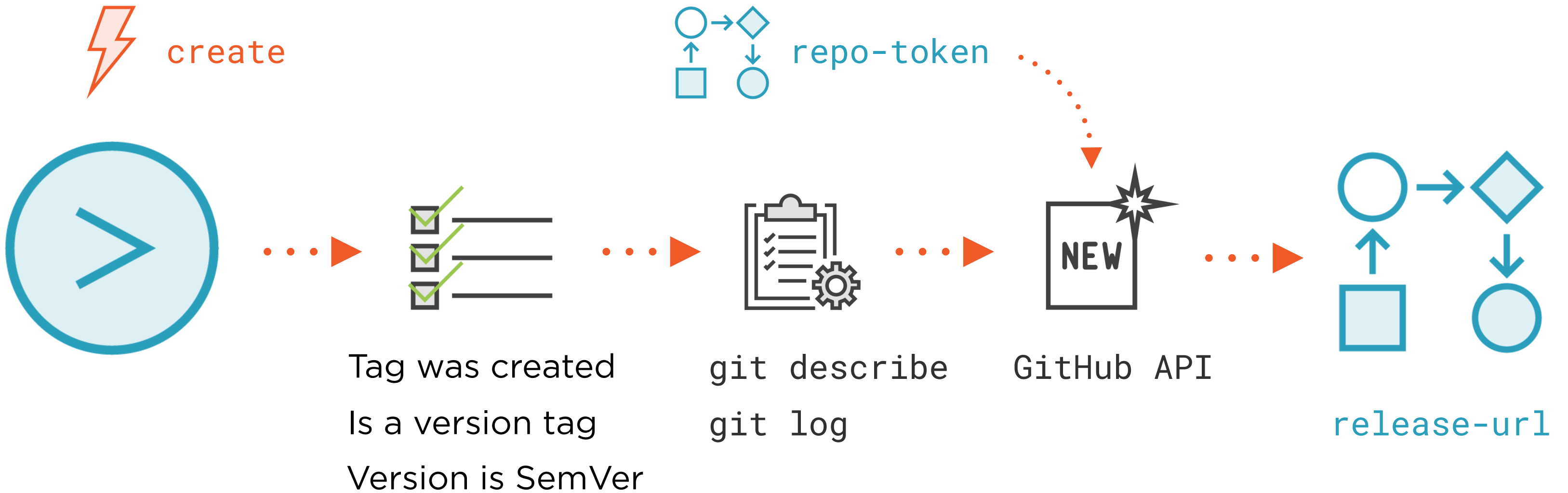
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git describe
git log

GitHub API







Troubleshooting

Two Ways of Troubleshooting



Debug Unit Tests



Debug Logging

Summary

The Auto Release Draft action

Setting up the development environment

Building a walking skeleton

Parsing event data

Running command-line programs

Using the GitHub REST API

Troubleshooting