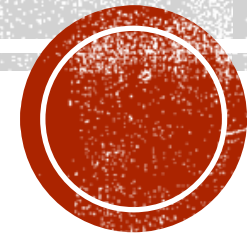


# WRITING YOUR FIRST VISUAL STUDIO CODE EXTENSION

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~~PowerShell & DevOps Global Summit 2020 DuPSUG~~



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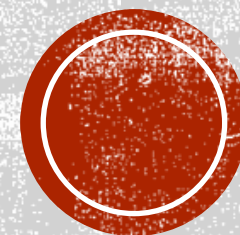
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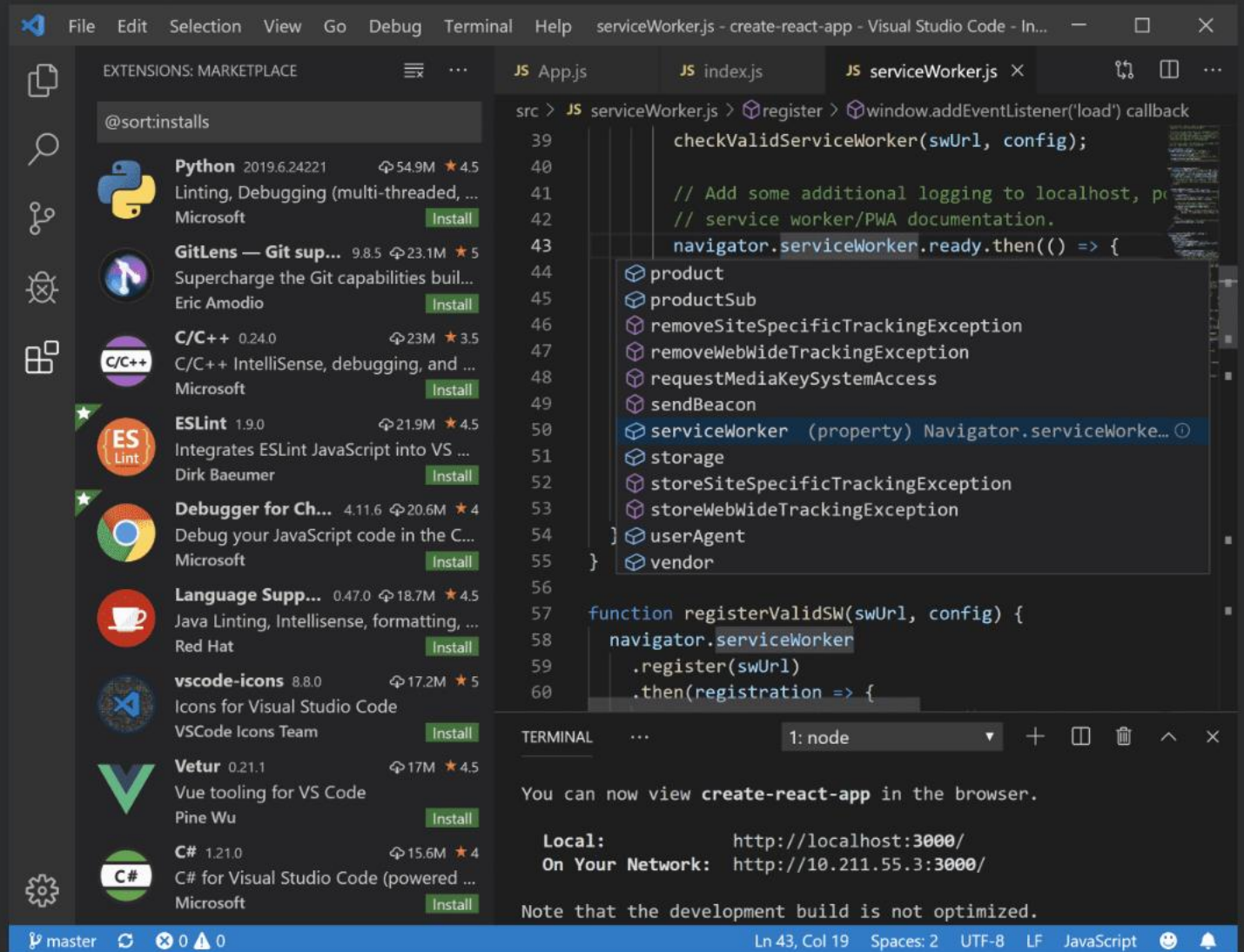
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By using VS Code, you agree to its  
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## Featured



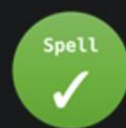
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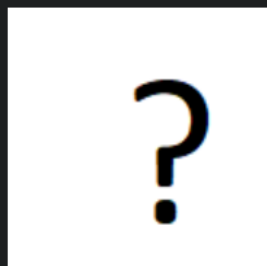
coddx



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# Random Name Generator

Thomas Rayner | 150 installs | ★★★★★ (0) | Free

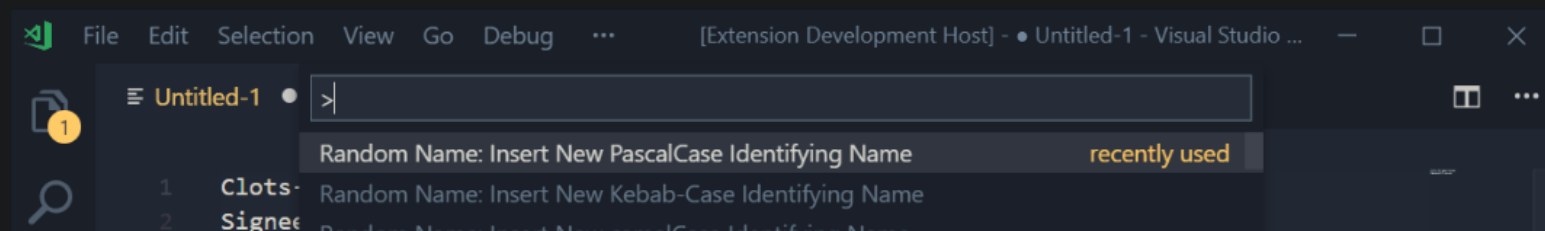
Ever have trouble deciding what to name a variable? Use this. It generates random names for artifacts in VS Code.

[Install](#)[Trouble Installing?](#) [Overview](#)[Q & A](#)[Rating & Review](#)

## vscode-namegen README

This is a simple VS Code extension that inserts random words with specific casing into the active editor window.

## How it works



## Categories

[Other](#)

## Tags

[keybindings](#)

## Resources

[Repository](#)[Homepage](#)[Changelog](#)



# CUTE, BUT IS THERE SOMETHING PRODUCTIVE I CAN DO?

- Theming
  - Change the look of VS Code with a color or icon theme
- Extending the Workbench
  - Add custom components & views in the UI
- Webviews
  - Create a Webview to display a custom webpage built with HTML/CSS/JS
- Language Extensions
  - Support a new programming language
- Debugger Extensions
  - Support debugging a specific runtime





# YOUR NEW BEST FRIENDS

## ■ Contribution Points Reference Guide

- <https://code.visualstudio.com/api/references/contribution-points>

### Contribution Points

Edit

**Contribution Points** are a set of JSON declarations that you make in the `contributes` field of the `package.json` [Extension Manifest](#). Your extension registers **Contribution Points** to extend various functionalities within Visual Studio Code. Here is a list of all available **Contribution Points**:

- `configuration`
- `configurationDefaults`
- `commands`
- `menus`
- `keybindings`
- `languages`
- `debuggers`
- `breakpoints`
- `grammars`
- `themes`
- `snippets`
- `jsonValidation`
- `views`
- `viewsContainers`
- `problemMatchers`
- `problemPatterns`
- `taskDefinitions`
- `colors`
- `typescriptServerPlugins`
- `resourceLabelFormatters`

## ■ API Reference

- <https://code.visualstudio.com/api/references/vscode-api>

### VS Code API

Edit

**VS Code API** is a set of JavaScript APIs that you can invoke in your Visual Studio Code extension. This page lists all VS Code APIs available to extension authors.

#### API namespaces and classes

This listing is compiled from the `vscode.d.ts` file from the VS Code repository.

#### commands

Namespace for dealing with commands. In short, a command is a function with a unique identifier. The function is sometimes also called *command handler*.

Commands can be added to the editor using the `registerCommand` and `registerTextEditorCommand` functions. Commands can be executed [manually](#) or from a UI gesture. Those are:

- `palette` - Use the `commands` -section in `package.json` to make a command show in the `command palette`.
- `keybinding` - Use the `keybindings` -section in `package.json` to enable `keybindings` for your extension.

Commands from other extensions and from the editor itself are accessible to an extension. However, when invoking an editor command not all argument types are supported.

This is a sample that registers a command handler and adds an entry for that command to the palette. First register a command handler with the identifier `extension.sayHello`.

```
commands.registerCommand('extension.sayHello', () => {
    window.showInformationMessage('Hello World!');
});
```



There's a “Writing Your First Extension” guide

<https://code.visualstudio.com/api/get-started/your-first-extension>

---

**BY THE WAY...**



# SETTING YOURSELF UP FOR SUCCESS

- Install Chocolatey
  - Set-ExecutionPolicy Unrestricted -Force
  - Invoke-Expression ((New-Object System.Net.WebClient).DownloadString('https://chocolatey.org/install.ps1'))
- Install VS Code and Node.js
  - choco install vscode nodejs -y
- Install Yeoman, the VS Code Yeoman generator, Typescript
  - npm install -g yo generator-code vsce typescript





# CREATE YOUR FIRST EXTENSION

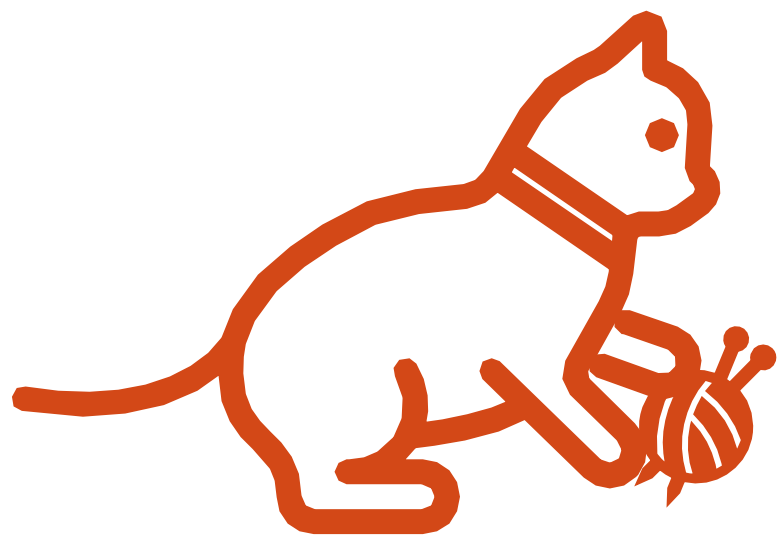
- Use Yeoman to setup your scaffolding
  - `yo code # follow wizard`
- Write some code or something
  - `code .\name-of-ext`
- Read a lot of docs
  - Contribution Points reference
  - API reference



# WHAT TO DO WHEN YOU'RE DONE

- Build your extension
  - `npm run compile`
- Package your extension
  - `vsce package`





# LET'S MAKE AN EXTENSION

Thank you for subscribing to cat  
facts!



**Thank you!**

**Thomas Rayner**

@MrThomasRayner

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