1.5 Getters and Setters



This section will guide you to:

* Implement getter and setter
* Use Visual Studio Code
* Push code to Git

This lab has three subsections, namely:

* + 1. Writing a function in TypeScript to implement getter and setter
    2. Compiling the code
    3. Pushing the code to your GitHub repositories

**Step 1.5.1:** Writing a function in TypeScript to implement getter and setter

* Open Visual Studio Code, open a folder named **TypeScript Demos**, and create a new file named **main.ts**.
* Write the program in TypeScript.

*const fullNameMaxLength = 10;*

*class Employee {*

*private \_fullName: string="";*

*get fullName(): string {*

*return this.\_fullName;*

*}*

*set fullName(newName: string) {*

*if (newName && newName.length > fullNameMaxLength) {*

*throw new Error("fullName has a max length of " + fullNameMaxLength);*

*}*

*this.\_fullName = newName;*

*}*

*}*

*let employee = new Employee();*

*employee.fullName = "Bob Smith";*

*if (employee.fullName) { console.log(employee.fullName); }*

**Step 1.5.2:** Compiling the code

* To compile the code, you can open the Integrated Terminal (Ctrl+`) and type the following:

*npm init*

*tsc --init*

*tsc -t es5 main.ts*

* This will compile and create a new main.js JavaScript file.
* Type *node main.js*

Output:

*Bob Smith*

**Step 1.5.3:** Pushing the code to your GitHub repositories

Open your command prompt and navigate to the folder where you have created your files

cd <folder path>

Initialize your repository using the following command:

git init

Add all the files to your git repository using the following command:

git add . 

Commit the changes using the following command:

git commit . -m “Changes have been committed.”

Push the files to the folder you initially created using the following command:

git push -u origin master