1.7 Interfaces

This section will guide you to:

* Implement interfaces
* Use Visual Studio Code
* Push code to Git

This lab has three subsections, namely:

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

**Step 1.7.1:** Writing a function in TypeScript to implement interfaces

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

*interface Color {*

*color: string;*

*}*

*interface Length extends Color {*

*length: number;*

*}*

*var shape = <Length>{};*

*shape.color = 'Blue';*

*shape.length = 10;*

*console.log('Color of the shape is ' + shape.color);*

*console.log('Length of the shape is ' + shape.length);*

**Step 1.7.2:** Compiling the code

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

*tsc main.ts*

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

Output:

**

**Step 1.7.3:** Pushing the codes 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