

## UTILITY SAMPLE CODE

```
timesTwo.ts  x  util.ts  x  util.js  x
1  var Utility;
2  (function (Utility) {
3      var useful = (function () {
4          function useful() {
5              }
6          useful.prototype.timesTwo = function (n) {
7              return n * 2;
8          };
9          return useful;
10     })();
11     Utility.useful = useful;
12 })(Utility || (Utility = {}));
13 /// <reference path="timesTwo.ts" />
14 var use = new Utility.useful();
15 console.log(use.timesTwo(9));
16
```

This is a sample of the Utility function short code which was shown on [Daniel Stern](#)'s course in section 3, chapter 11. The code basically creates a new utility and is to be in accordance with the modules short code. This creates a function for doing math when multiplying by 2.