Setting Up a TypeScript Development Environment

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How to Write "Hello World" in TypeScript

Hello World
in **C#**

```csharp
class HelloWorld
{
    static void Main()
    {
        System.Console.WriteLine("Hello, World!");
    }
}
```

Hello World
in **C++ (ISO)**

```cpp
#include <iostream>

int main()
{
    std::cout << "Hello World!" << std::endl;
}
```

Hello World
in **Objective-C**

```objc
#import <Foundation/Foundation.h>
int main (int argc, const char * argv[])
{
        NSAutoreleasePool *pool = [[NSAutoreleasePool alloc] init];
        NSLog (@"Hello, World!");
        [pool drain];
        return 0;
}
```

Writing and Compiling TypeScript

"Can I change the JavaScript
that TypeScript generates?"

"Do I have to execute the **tsc** compiler after every edit?"

"What other tools
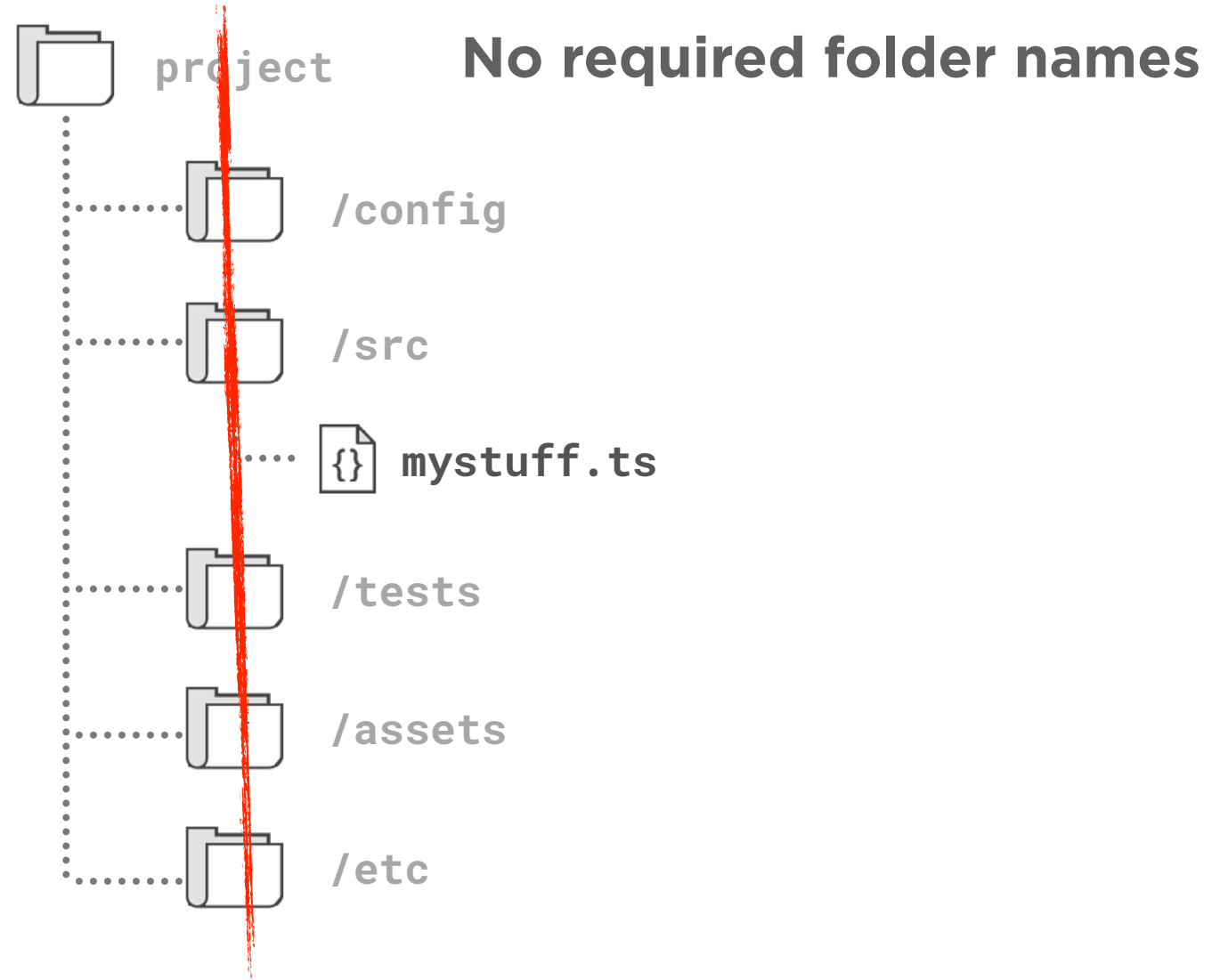—apart from **tsc**—does
TypeScript require?"

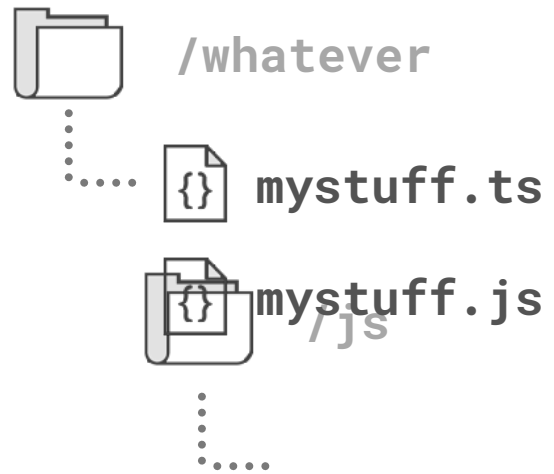(is there a specific build tool? minifier? package bundler? etc.)

TypeScript Development Environment

Visual Studio Code
Visual Studio
Eclipse
Sublime Text
Atom
Vim
Emacs
IntelliJ IDEA
AWS Cloud9
(etc.)

Node.js

IDE   tsc

No required folder names

/whatever
mystuff.ts
mystuff.js
/js
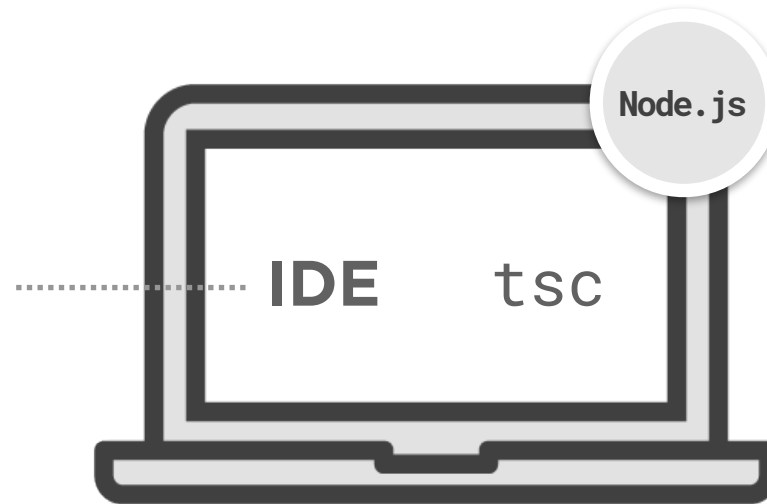
TypeScript Configuration File

`tsconfig.json`

```json
{
    "compilerOptions": {
        "target": "es5",
        "outDir": "./js",
        "strict": true,
        "noUnusedLocals": true
    },
    "exclude": [
        "./js"
    ]
}
```