

SONY



Cloud SDK Sample Application TypeScript IDE Functional Specifications

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1. Change history

Date	What/Why
2022/11/16	Initial draft
2023/1/30	Unified the swinging of expressions Updated the PDF build environment

2. Introduction

- This book is functional specifications of a Codespaces development environment for TypeScript.

3. Terms/Abbreviations

Terms/Abbreviations	Meaning
Console Access Library	SDK that provides access to the Console for AITRIOS
Codespaces	Cloud-hosted and containerized VS Code environment from GitHub

4. Reference materials

- Codespaces documentation (external link)
 - <https://docs.github.com/ja/codespaces>

5. Expected use case

- Provide a Codespaces development environment for TypeScript.
 - Users can launch Codespaces from the repository and get a development environment for TypeScript with SDK-provided libraries and tools to aid development.

6. Functional overview/Algorithm

Functional overview

- Users can launch Codespaces from the repository and get a development environment for TypeScript.
 - As an editor, VS Code's UI runs in the browser.
- Provide an environment in which SDK-provided libraries required for application development can be used.
 - Add submodules from the GitHub repository to the environment.
- Provide an environment where development aids can be used.
 - Add extensions to the environment to facilitate development work, such as input completion and debugging aids.

Algorithm

1. Build a container environment using a specified TypeScript base image.
2. Visit the VS Code's marketplace to install the extension.
 - ESLint
Static analysis is available in a TypeScript/JavaScript environment.
3. Run shell scripts to add libraries to the environment as submodules.
 - Console Access Library
Provide access to the Console for AITRIOS.

Under what condition

- You have access to Codespaces.
- You have access to the private repository for the Console Access Library.

API

- None

Others exclusive conditions/Specifications

- None

7. User interface specifications

How to start

- Procedures to build an environment with Codespaces
User forks the development environment (repository) and launches Codespaces on the replicated repository. After launch, a prep screen provided by Codespaces is displayed while the environment is being built.

8. API parameters in each block

- None

9. Target performances/Impact on performances

- None

10. Assumption/Restriction

- None

11. Unconfirmed items

- None