

Appendix

In this lesson, we will discuss how to configure our TS project locally.
Let's begin!

Before beginning a project locally, you must first configure TypeScript. TypeScript allows flexibility in the rigidity of how it performs strictness. For this course, you can assume that the project is new, hence you will start with the highest level of strictness. However, if you implement TypeScript inside a JavaScript project, it might be a good idea initially to lessen the strictness to give you time to adjust the existing code.

To start a project with TypeScript, you need to have TypeScript installed. This is possible with Node Package Manager [NPM](#) (Node Package Manager).

NPM must be installed and it comes free with the installation of NodeJS. There are several versions of NodeJS depending on your operating system. You are encouraged to download the correct one for your development environment on the [official website](#).

After installing NPM, write the following command in your terminal to install TypeScript.

```
npm install -g typescript
```

In this project, you will use the latest version that existed at the creation of this course which is version **3.7.2**. If you want to ensure that you are running the same version locally you can check by running the following command line in a Shell. The `tsc` stands for TypeScript Compiler.

```
tsc -v
```



In case this is not the version you would like, make sure that you are running the `tsc` command for the version of TypeScript you will be using. For example, in the code above, the `tsc` used is the global one. If you have installed TypeScript locally to your project, you may execute it by referring to the `node_modules/typescript/bin/tsc`