

# Creating a Hello World Extension

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Hello World

# Hello World



**Assemble Our Tools**

**Generate the Skeleton**

**Tour the Project**

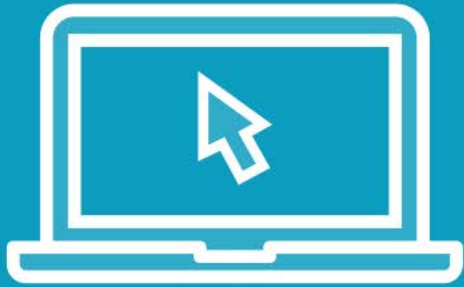
**Review the Hello World Code**

**Call Our Extension**

**Modify the Code**

**Debug the Extension**

# Demo



## Assemble Our Tools



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Node.js

npm

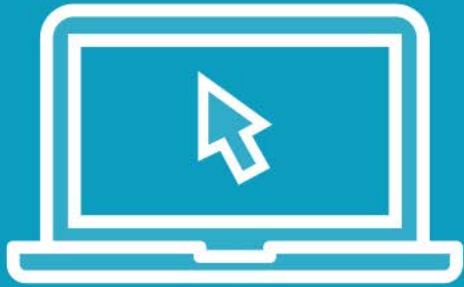
Yeoman

Yo Code

<http://nodejs.org>

File: New Project

# Demo



## Generate the Skeleton



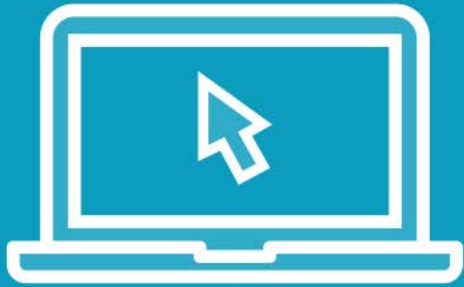






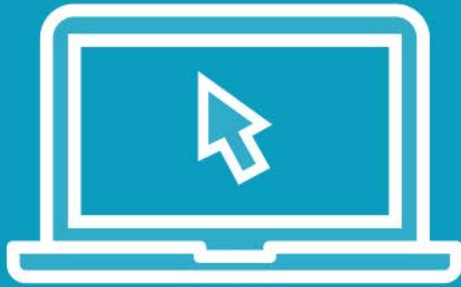
JavaScript files go in  
this little doo-dad.

# Demo



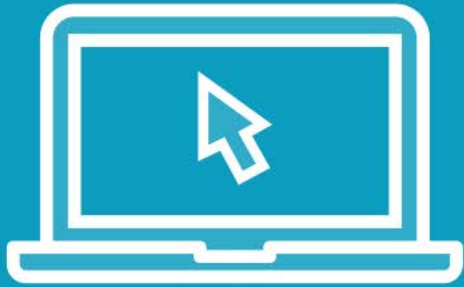
## Tour the Project

# Demo



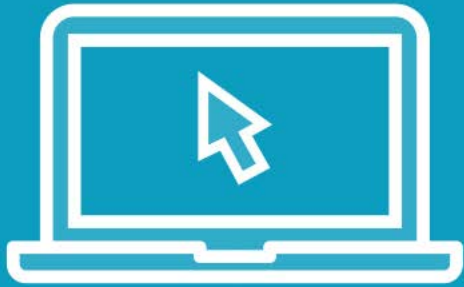
**Review the Hello World Code**

# Demo



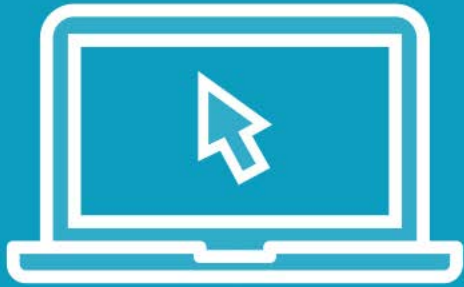
## Call Our Extension

# Demo



## Modify the Code

# Demo



## Debug the Extension

# Summary



**Building a Hello World Extension**





YEOMAN

[Using Yeoman](#)

[Discovering generators](#)

[Creating a generator](#)

[Blog](#)

[Contributing](#)

# THE WEB'S SCAFFOLDING TOOL FOR MODERN WEBAPPS



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Pictures
- 📺

Videos
- 🗑️













Trash
- 🖱️

Floppy Disk
- 💻

Computer
- 🌐

Browse Network
- 🖨️

Connect to Server

Name	Size	Type	Modified
 node_modules	138 items	Folder	Feb 25
 test	2 items	Folder	Feb 25
 typings	2 items	Folder	Feb 25
 .git	11 items	Folder	19:37
 .vscode	1 item	Folder	Feb 25
 extension.js	2.0 kB	Program	18:32
 jsconfig.json	131 bytes	Program	Feb 25
 package.json	575 bytes	Program	Feb 25
 README.md	625 bytes	Text	Feb 25
 vsc-extension-quickstart.md	2.1 kB	Text	Feb 25
 .gitignore	12 bytes	Text	Feb 25
 .vscodeignore	89 bytes	Text	Feb 25

# package.json

```
{  
  "name": "hello-world",  
  "displayName": "Hello World",  
  "description": "Simple extension that says Hello",  
  "version": "0.0.1",  
  "publisher": "jeffa",  
  "engines": {  
    "vscode": "^0.10.6"  
  },  
}
```

# package.json

```
"devDependencies": {  
  "vscode": "^0.11.0"  
}
```

# package.json

```
"contributes": {  
  "commands": [{  
    "command": "extension.sayHello",  
    "title": "Hello World"  
  }]  
},
```

# extension.js

```
var editor = vscode.window.activeTextEditor;
```

```
if(!editor) {
```

```
    vscode.window.showErrorMessage("No file is open, can't  
    say Hello");
```

```
    return;
```

```
}
```

# jsconfig.json

```
{  
  "compilerOptions": {  
    "module": "commonjs",  
    "target": "ES6",  
    "noLib": true  
  },  
}
```

vscode module for Access VS Code Editor

```
var vscode = require('vscode');
```



# vscode module for Access VS Code Editor

```
vscode.commands.registerCommand('extension.sayHello',  
    function () {  
        vscode.window.showInformationMessage('Hello World!');  
    });
```

# vscode module for Access VS Code Editor

```
var editor = vscode.window.activeTextEditor;  
  
editor.edit((editBuilder) => {  
    editBuilder.insert(editor.selection.start,  
        "Hello World!");  
}) ;
```



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Up Next:

Creating Real World Extensions