Lesson 07

Software Installation

Install Node.js, Typescript and Webstorm, as mentioned in Software document

Introduction to TypeScript

In WebStorm, create a project from type Node.js.

Write a program in TypeScript to model the following animal taxonomy:

```
# Animal Taxonomy
-------------------------------------------------------------
Animal          Reptile
nAnimals
habitat
show()
-------------------------------------------------------------
Animal          Mammal          Canine          Dog
                nMammals        nCanines        nDogs
                show()          race            bark
                talk()                          talk()
-------------------------------------------------------------
Animal          Mammal          Feline          Cat
                                nFelines        nCats
                                family          meow
                                                name
                                                talk()
-------------------------------------------------------------
```

● Implement Animal, Reptile, Mammal, Canine, Dog, Feline and Cat as classes.
● For each one, you have properties and methods to implement. Some of them don't have a complete implementation – they are abstract classes.
● Properties beginning by "n" have the number of instances of that class.
● The method show(), write the quantity of existent animals and other information if present, like habitat, family and name.
● The method talk(), write the sound made by the animal, like barking, meowing, etc..
● Each class must be placed in one single module.
● Create a typescript (ts) file, named "app.ts" to test

In a cmd console, run the commands to compile and run the application:
● tsc app.ts
● node app.js