

Course prerequisites

Introduction

The purpose of this document is to assure that everyone has the required software needed for the workshop already installed on his laptop. This way, we can immediately start with our awesome content.

Installation prerequisites

NodeJS and NPM

Install the latest version of NodeJS and NPM. You can download the latest version here:

<https://nodejs.org/en/download/current/>

Update npm with the command: **npm i -g npm**

Webstorm

As IDE we are going to use Webstorm. Find and install the latest version here (we will provide you with a temporary license a few days before the workshop via mail):

<https://www.jetbrains.com/webstorm/download/>

Git

As version control system, we are going to use git. You can download and install git from here: <https://git-scm.com/downloads>

Note: We assume you have already worked with git for the remainder of the workshop. If you have not, we recommend this resource: <http://rogerdudler.github.io/git-guide/>.

Project preparation prerequisites

Checkout the code

Checkout the source code for the workshop from:

https://github.com/brechtbilliet/reactive_apps_workshop

Get the dependencies via npm

After checking out the project, open a terminal window and navigate to the project's base directory. Fetch the dependencies from npm by performing the following command:

'npm install'

This will create a 'node_modules' directory in the root folder with all the required dependencies.

Starting the project

You can start the project by performing the following command after installing all the dependencies:

`'npm start'`

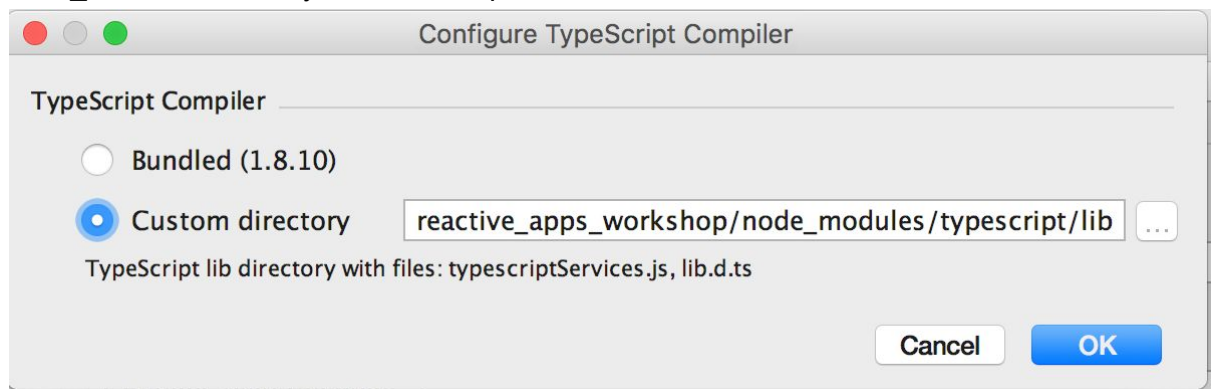
Configuring Webstorm

We are going to use typescript throughout the workshop. In the settings of webstorm, we can enable the typescript compiler. To do this, follow the next steps:

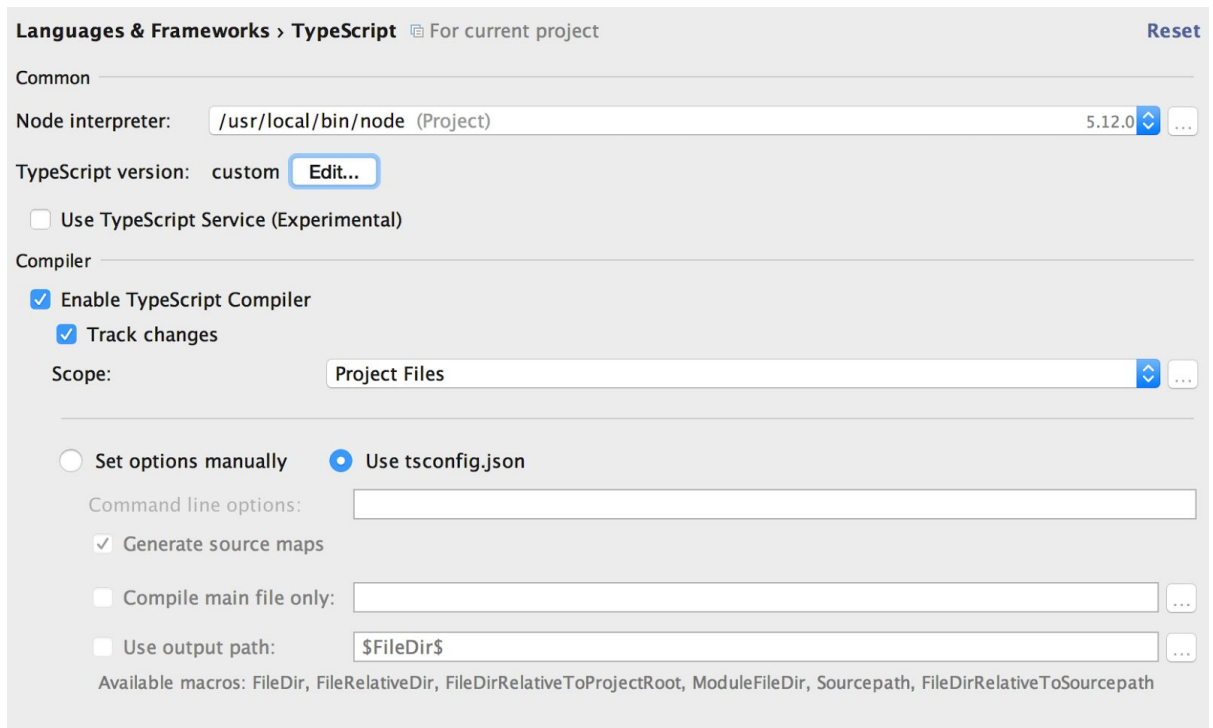
1. Go to Preferences ⇒ Languages & Frameworks ⇒ Typescript
2. Click on the edit button



3. Change to a custom directory and point to the typescript folder in the project's node_modules directory. Afterwards, press OK.



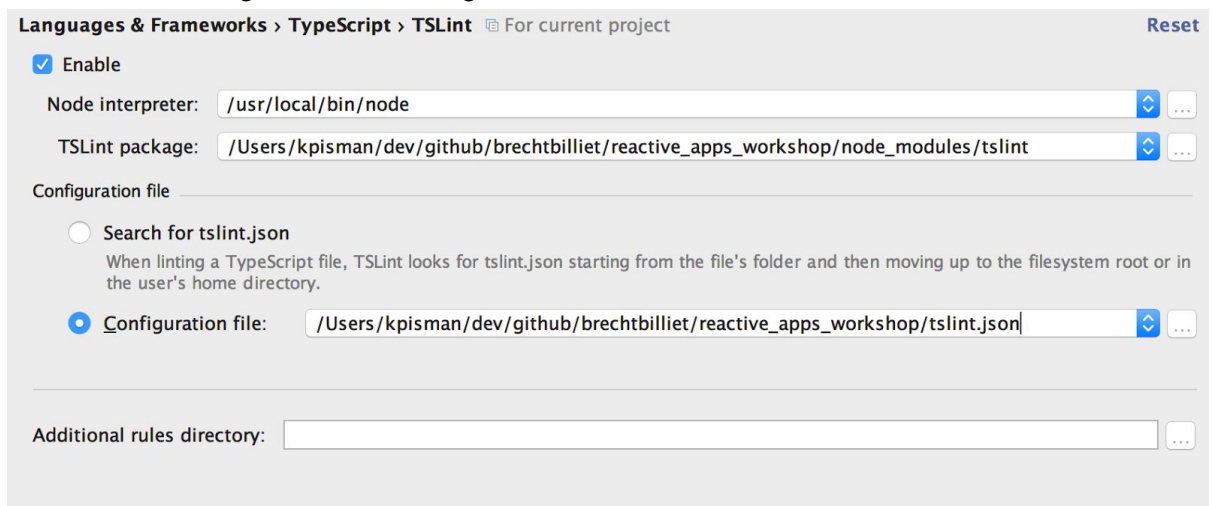
4. Changes all the settings in the current tab to match the image below



5. Click 'Apply'.

For linting, we are going to use TSLint. To configure this, perform the following steps:

1. Go to Preferences ⇒ Languages & Frameworks ⇒ Typescript ⇒ Tslint
2. Point the 'tslint package' to the 'tslint' directory in the node_modules directory and make all the settings match the image below.



3. Click 'Apply'.

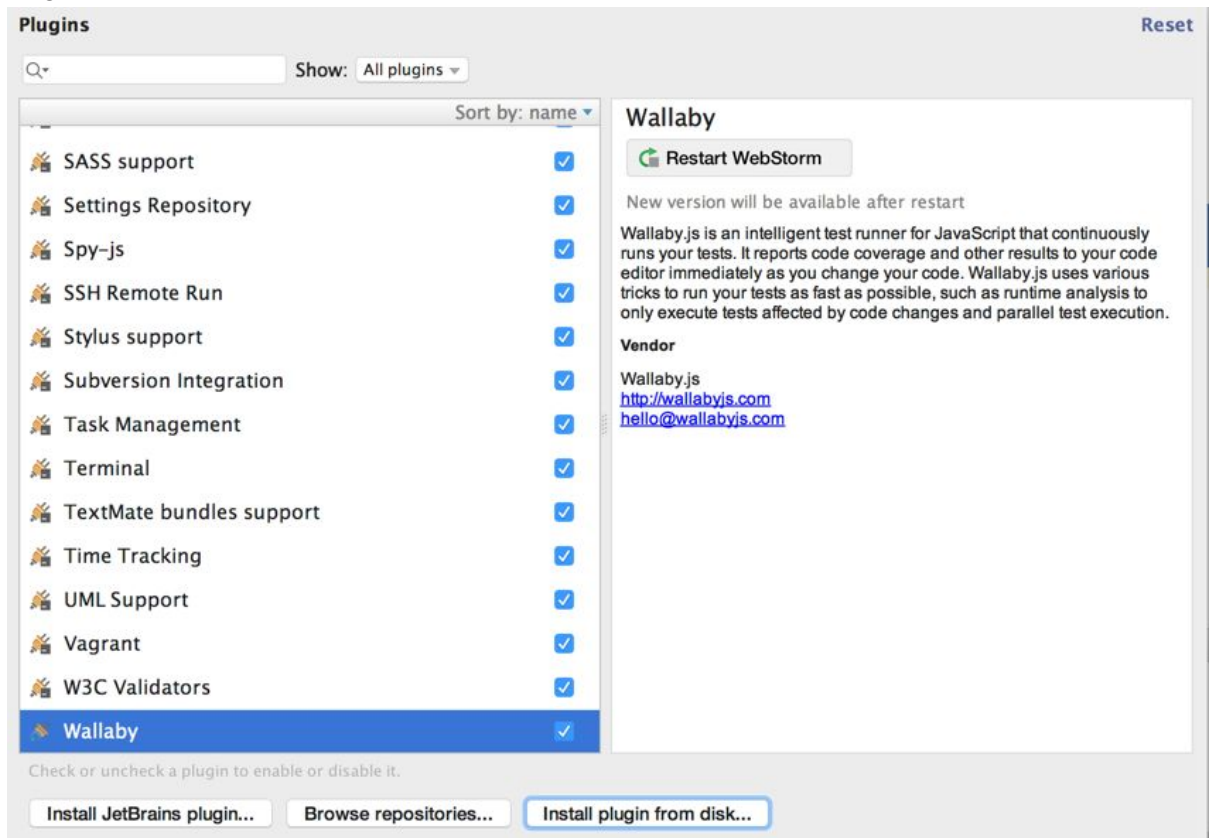
For testing we are going to use WallabyJS. This is a test runner that constantly runs your test during and provides you with immediate feedback. You can download the intellij plugin here: <https://wallabyjs.com/#download> (Together with the webstorm license we will send you a wallabyjs license as well)

To install this plugin, follow the next steps:

1. Preferences ⇒ Plugins
2. Click select 'Install plugin from disk'



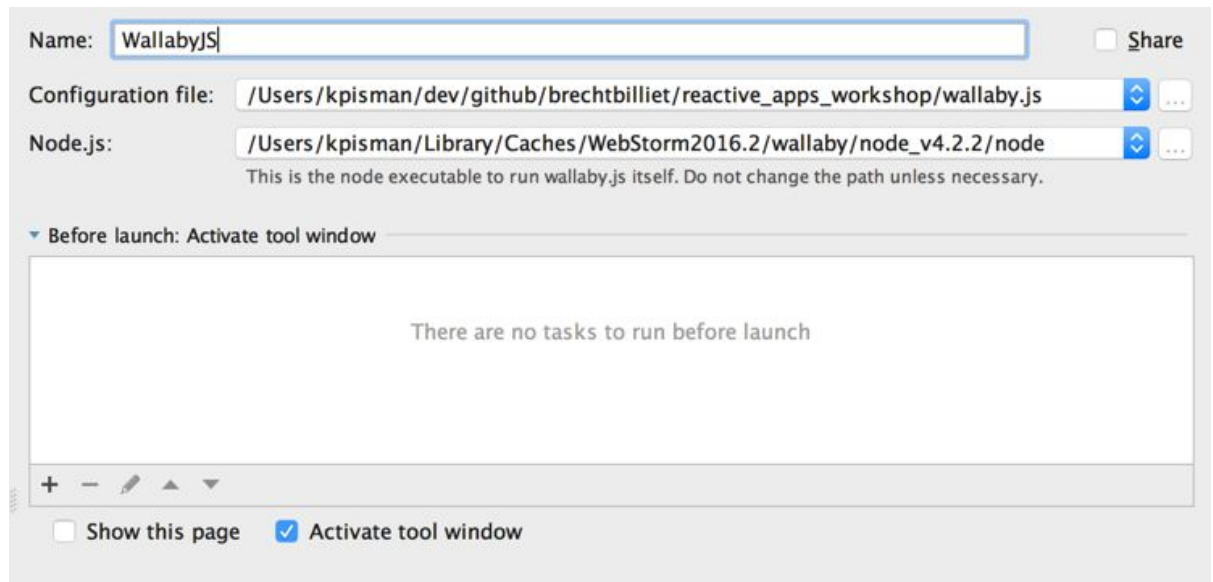
3. Navigate to the zip file you download earlier and click 'Ok'.
4. Next click the 'Restart Webstorm' button. This will restart webstorm and make the plugin available.



After installing the plugin, we need to add a run configuration to actually use wallabyJS to run our tests. To do so, execute the following steps:

1. Run ⇒ Edit Configurations
2. Fill in the name of your preference.

3. Point the configuration file to the 'wallaby.js' file in the root folder of the project. Your configuration should look like this:



4. Be sure to run this at least once before the workshop since several dependencies need to be downloaded the first time.

Note: WallabyJS is a paying product. It will ask you for a license. The day of the workshop, you'll be given a trial license.

This is all that is needed to configure webstorm.

Conclusion

If you've followed all these steps, we should be ready to begin the workshop. If you have any problems to complete the steps above, you can contact us at info@strongbrew.io