

Making PT accessible

Implementing PT in TypeScript

Petter Sæther Moen



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Petter Sæther Moen

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Abstract

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Preface

Part I

Introduction

Chapter 1

Introduction

1.1 What is PT?

1.2 Purpose of implementing PT in TS

Chapter 2

Background

2.1 Package Templates

2.2 TypeScript

Part II

The project

Chapter 3

Planning the project

3.1 Choosing the right approach

Before jumping into a project of this size it is important to find out what approach to use. The end goal of this project is to extend TypeScript with the Package Templates language mechanism, this can be achieved as following:

- Making a fork of the TypeScript compiler
- Making a preprocessor for the TypeScript compiler
- Making a Babel plugin

To get a better understanding for which approach to use we will be implementing a small language feature with each of the approaches named above.

3.1.1 TypeScript Compiler Fork

Possible, however not as accessible as other alternatives and will make upkeep expensive.

3.1.2 Preprocessor for the TypeScript Compiler

3.1.3 TypeScript Compiler Plugin

Not possible at the time as the TypeScript compiler wiki specifies "TypeScript Language Service Plugins ("plugins") are for changing the editing experience only." [1]. This might be possible in the future...

3.1.4 Babel plugin

Babel isn't strictly for TypeScript, but for JavaScript as a whole. Will however make it very accessible as most web-projects use Babel, and the upkeep is cheap, as plugins are pretty independent from the core.

Part III

Conclusion

Chapter 4

Results

Bibliography

- [1] Microsoft. *microsoft/TypeScript*. URL: <https://github.com/microsoft/TypeScript/wiki/Writing-a-Language-Service-Plugin>.