PER SCHOLAS

CP 325.5:

(Optional) Refactoring to TypeScript

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Introduction

This document will challenge you with taking the next steps in your Capstone Project journey.

Assignment Objective

- Refactor the project's JavaScript into TypeScript.

Submission

This portion of the Capstone Project will not be submitted on its own; only the final project will be submitted. You are encouraged to seek feedback from instructors and peers along the way.

Instructions

TypeScript is a powerful tool that can save you a lot of trouble as you continue your project, but using it at this stage is a *choice*, NOT a requirement.

As indicated in the project's requirements section, use of TypeScript is considered extra credit. If you choose to adopt TypeScript into your project, you can begin by refactoring your current codebase to make use of TypeScript.

This does not have to happen all at once! Remember, all valid JavaScript code is valid TypeScript code, so as long as your JavaScript *works*, you can leave it as-is until you find the time to add static typing and TypeScript syntax where it would be beneficial.

It is important to note that using TypeScript for the entire project will change how you approach some technologies in the future such as Node, Express, and React. Be sure to pay specific attention to the usage of TypeScript within those technologies if you want to go down this path.

Being proficient with TypeScript is a big bonus in the industry! Give it some thought!

Partial Requirements

Let's look at which Capstone Project requirements are related to this stage of development. Requirements not related to this stage of development have been omitted. For a full list of requirements, see CP 323.1 - Planning a Project, or CP 323.10 - Capstone Completion.

The following section is NOT included in the requirements for this project. Completing this section is NOT required. This section will NOT negatively impact your grade if left unfinished.

This section is intended for learners looking to go the extra mile by showcasing additional skills such as project management, and optional technologies like TypeScript.

You must complete ALL other requirements to receive credit for this section; however, this extra credit will not be included if you have already received the maximum 100% grade. The extra credit can only offset points lost elsewhere.

(5%) Extra Credit	Weight
Build your application primarily with TypeScript.	3%

Partial Requirements