Build your Web App Widgets using TypeScript

Mark Cederholm
UniSource Energy Services
Flagstaff, Arizona

What is TypeScript?

- Typed superset of JavaScript
- Driven by type definition files (.d.ts)
- Compiles to plain JavaScript
- Generated map files (.js.map) allow debugging TypeScript source directly in a browser
- Integrates with Visual Studio for IntelliSense and error checking

Why use TypeScript?

- Encourages more structured and legible code
- IntelliSense enhances productivity
- Checks your logic while coding
- Visual Studio development experience
- Available for other IDEs and editors:

  Eclipse, WebStorm, Atom, and Sublime Text

TypeScript Resources

- TypeScript home:

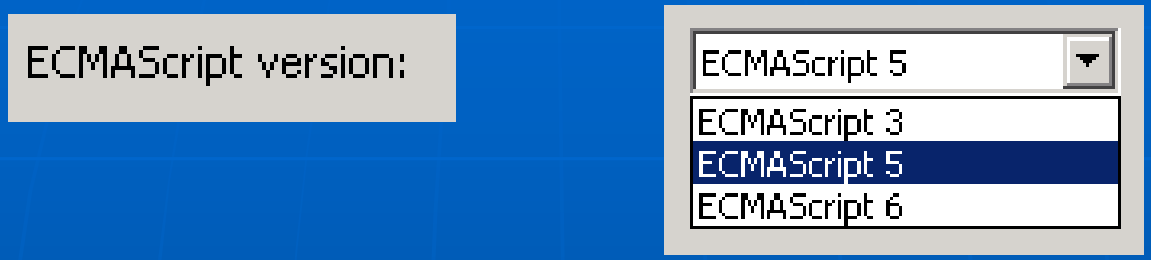
  www.typescriptlang.org
- DefinitelyTyped home:

  definitelytyped.org
- MSDN blog:

  blogs.msdn.com/b/typescript/
- Esri jsapi-resources:

  github.com/Esri/jsapi-resources

ES5 or ES6?

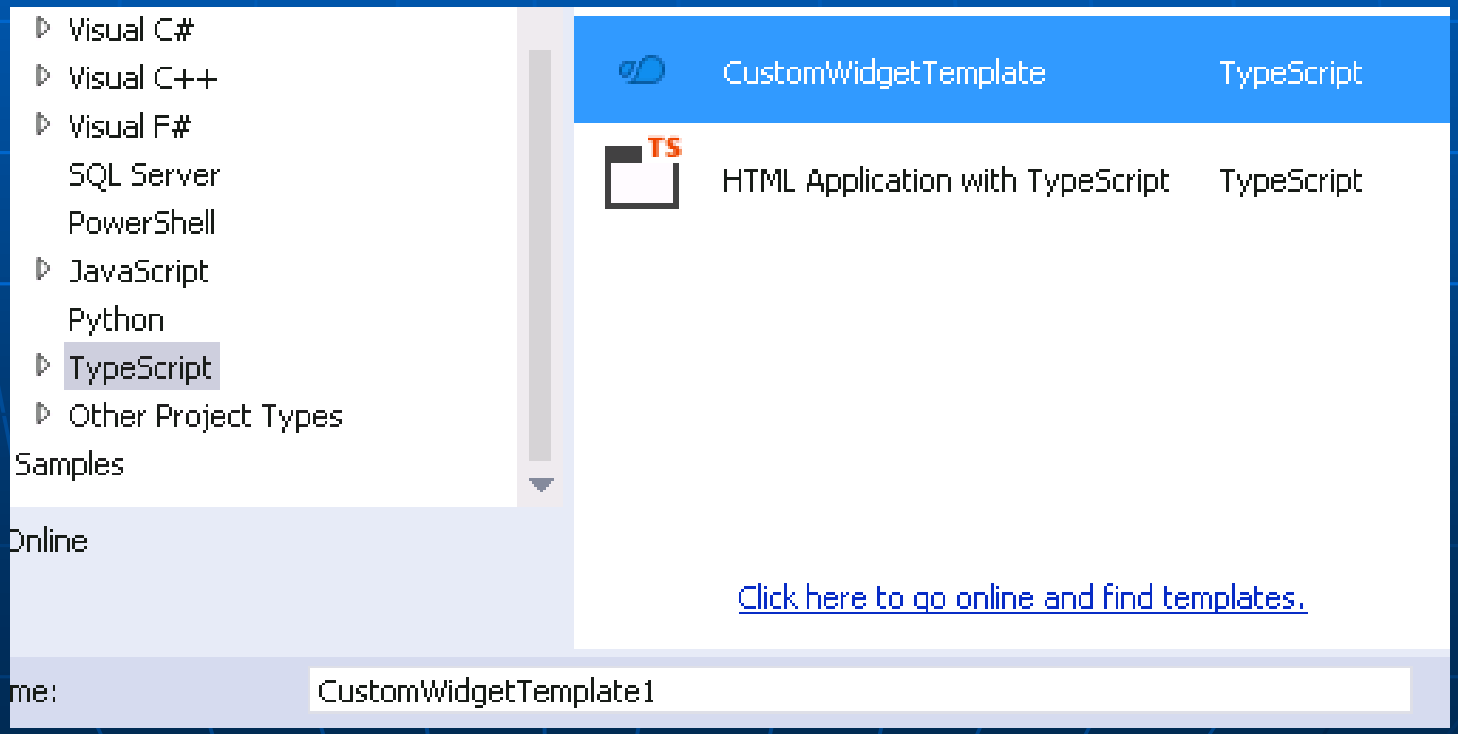


- ES6 syntax is not fully supported by modern browsers (e.g. import)
- Requires a transpiler such as Babel
- ES5 type definition files must be edited to conform to ES6 syntax

Examples in this presentation use ES5 output

A Sample Project Template

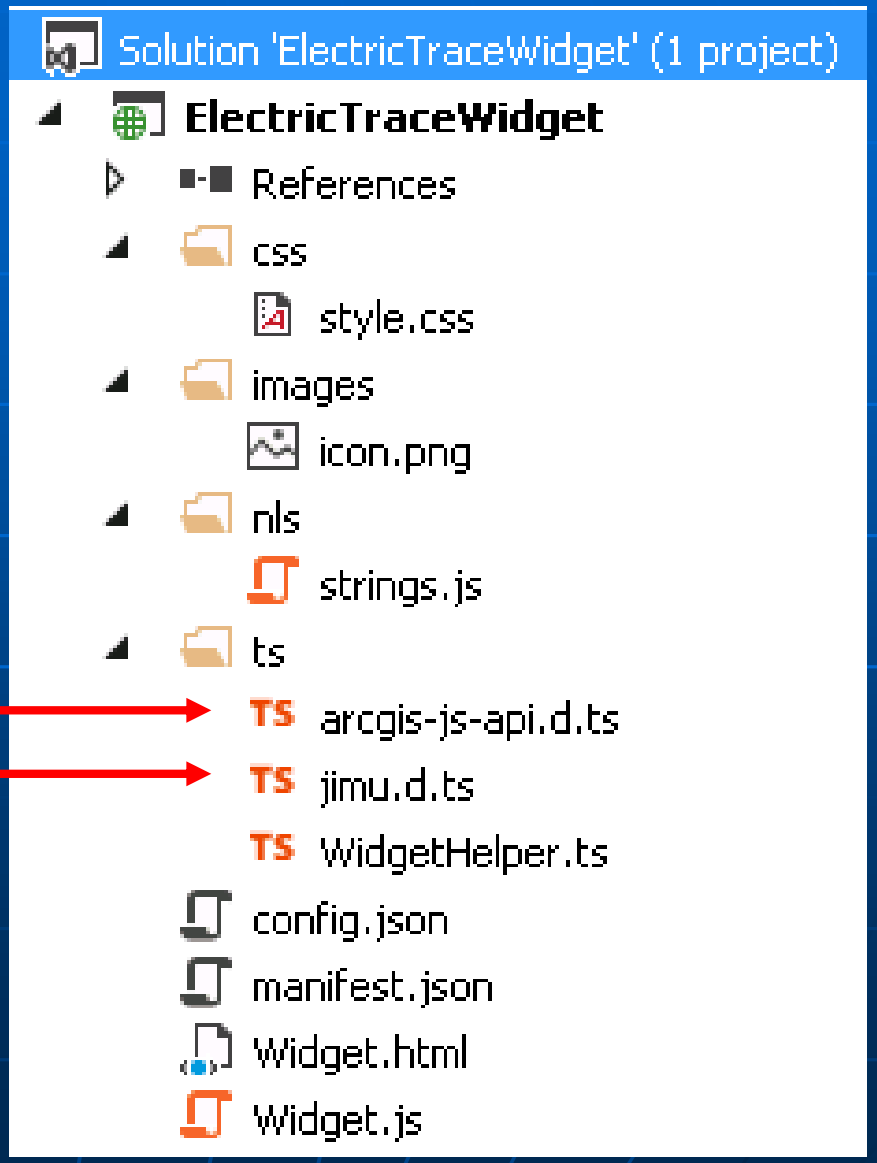
- For creating a Web AppBuilder 1.3 custom widget
- Included in sample code download



Project Structure

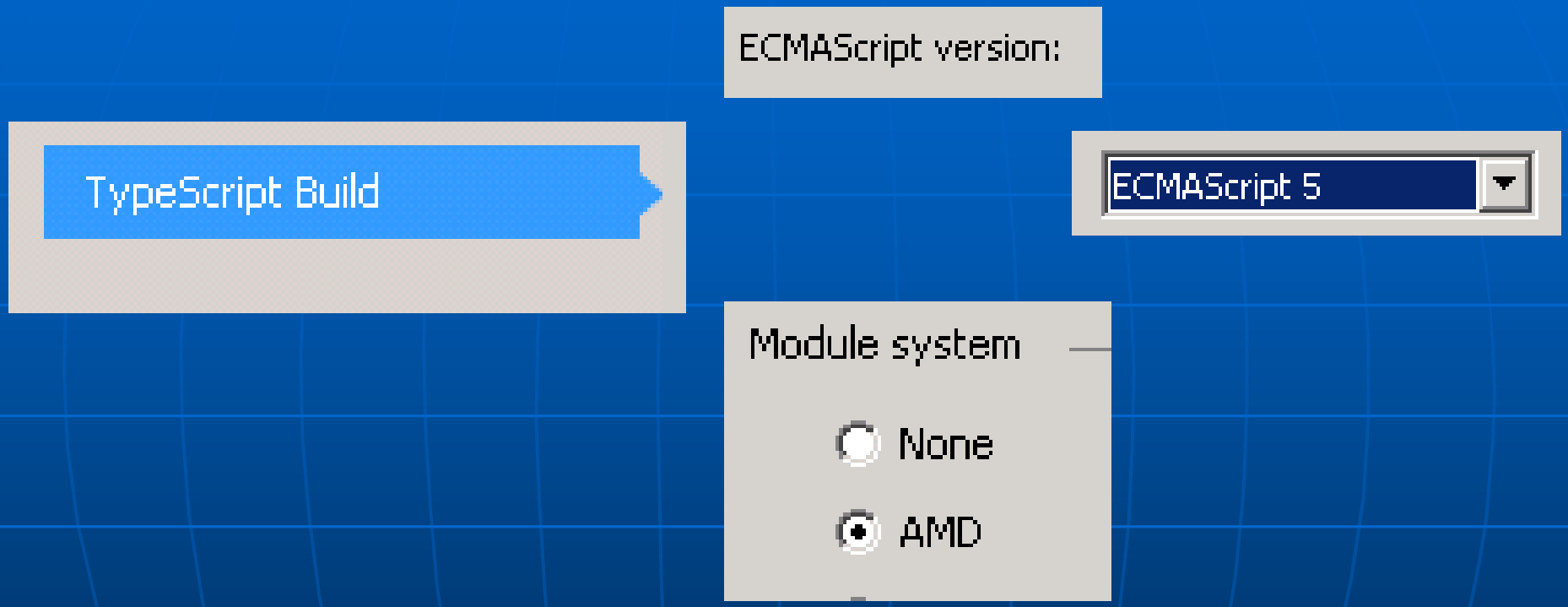
ArcGIS API for JavaScript (3.15)

BaseWidget



4:25:14 PM

Project Properties



If ES6 output is selected, set Module system to None

Widget.js

Helper.ts | Widget.js

```
1  define(['dojo/_base/declare', 'jimu/BaseWidget', "./ts/WidgetHelper"],
2  function (declare, BaseWidget, WidgetHelper)
3  {
4      var helper = new WidgetHelper();
5      var props = helper.createWidgetProps();
6      return declare([BaseWidget], props);
7  });
```

4:25:14 PM

WidgetHelper.js

```
1  /// <reference path="./jimu.d.ts" />
2  /// <reference path="./arcgis-js-api.d.ts" />
3
4   import BaseWidget = require("jimu/BaseWidget");
5   import Map = require("esri/map");
6
7  class WidgetHelper
8   {
9
10      baseClass: string = "jimu-widget-customwidget";
11
```

4:25:14 PM

WidgetHelper.js (cont'd)

```
12    createWidgetProps(): any
13    {
14        var props: any = {};
15        props["baseClass"] = this.baseClass;
16        props["intWidgetHelper"] = this;
17        // In the startup function context, "this" is the actual widget
18        props["startup"] = function () { this.intWidgetHelper.initialize(this); }
19        // The remaining functions use lambda expressions so that "this" is the WidgetHelper instance
20        props["onOpen"] = () => { this.onOpen(); }
21        props["onClose"] = () => { this.onClose(); }
22        return props;
23    }
24
```

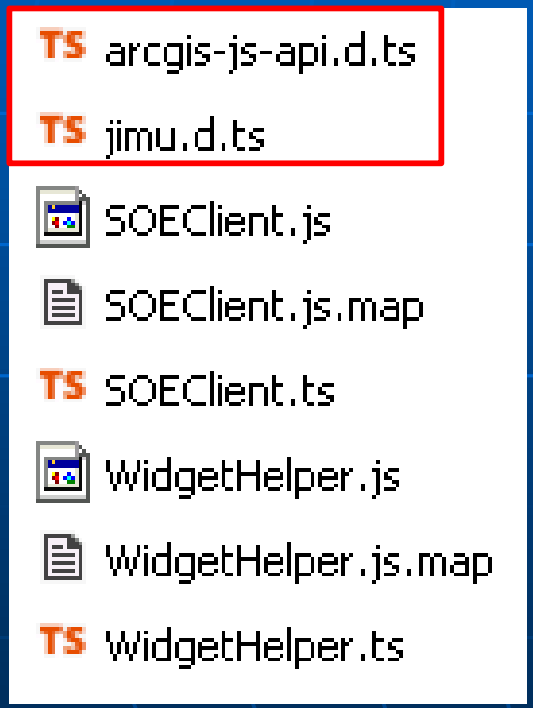
WidgetHelper.js (cont'd)

```
25      private _bw: BaseWidget; // Use this to make BaseWidget calls
26      private _map: Map;
27
28      initialize(widget: any): void
29      {
30          this._bw = widget;
31          this._map = this._bw.map;
32      }
33
34      onOpen(): void
35      {
36          console.log("onOpen");
37      }
38
39      onClose(): void
40      {
41          console.log("onClose");
42      }
43
44  }
45  export = WidgetHelper;
```

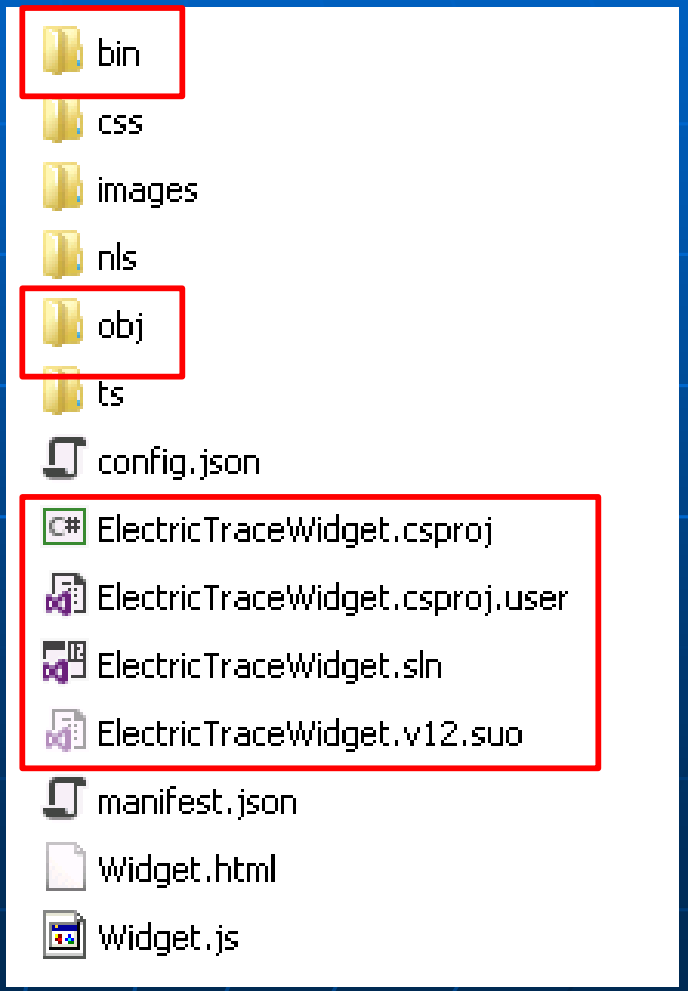
Deployment

Copy the project folder to the deployment location and delete the following:

Delete any .d.ts files:

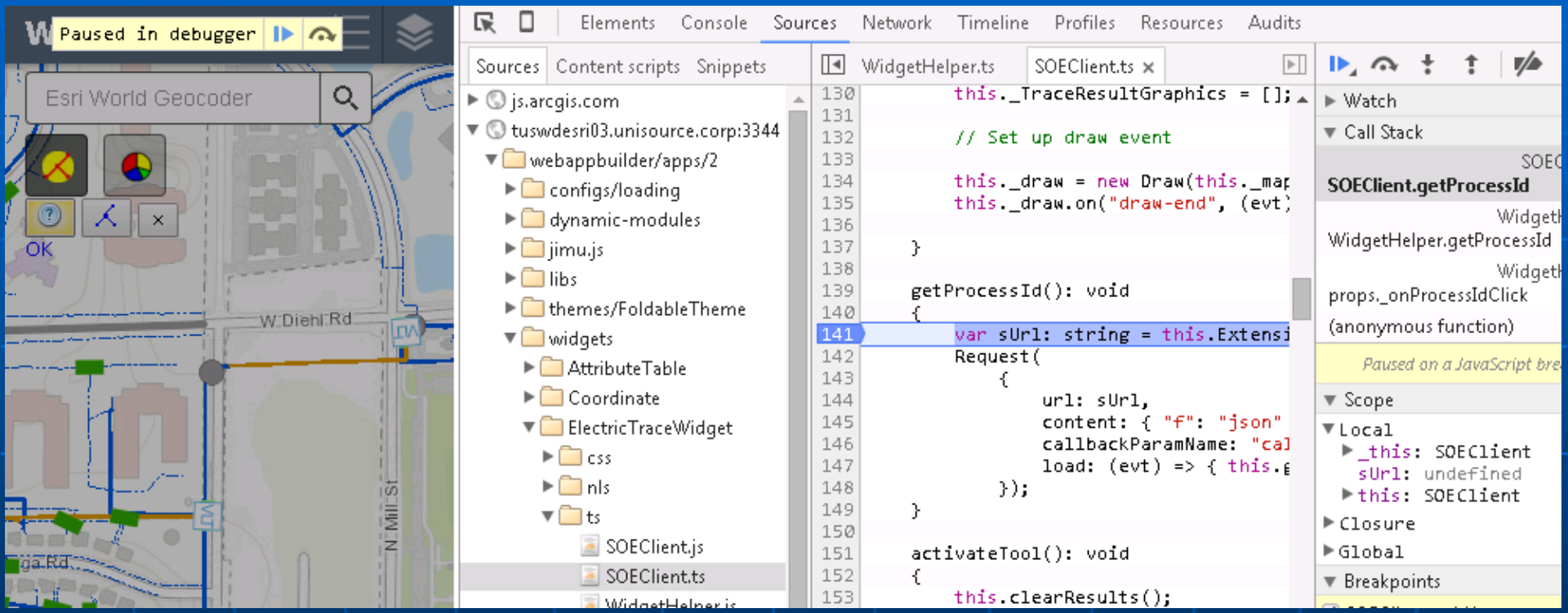


Delete bin, obj, and project files:



4:25:14 PM

Debugging



4:25:14 PM

DEMO 1:
Converting an existing app to a widget

4:25:14 PM

What About Dojo?

- Type definition files are at the DefinitelyTyped repository:

  github.com/DefinitelyTyped/DefinitelyTyped/tree/master/dojo

- However, module declarations may need editing to get your project to compile

Dojo Module Declarations

Wrong:

```
declare module "dojox/charting/Chart" {
    var exp: dojox.charting.Chart
    export=exp;
}
```

Right:

```
declare module "dojox/charting/Chart" {
    import exp = dojox.charting.Chart;
    export=exp;
}
```

Definition Files Required to Support Charting

DEMO 2:
Creating a custom pie chart widget

Questions?

- Mark Cederholm
  mcederholm@uesaz.com
- This presentation and sample code may be downloaded at:

http://www.pierssen.com/arcgis10/server.htm

ALSO SEE:
Web AppBuilder for ArcGIS: Development Tools and Techniques
Friday 8:30 AM – 9:30 AM/1:00 PM – 2:00 PM, Smoketree A/B/C/D/E