

TypeScript

From the outside-in

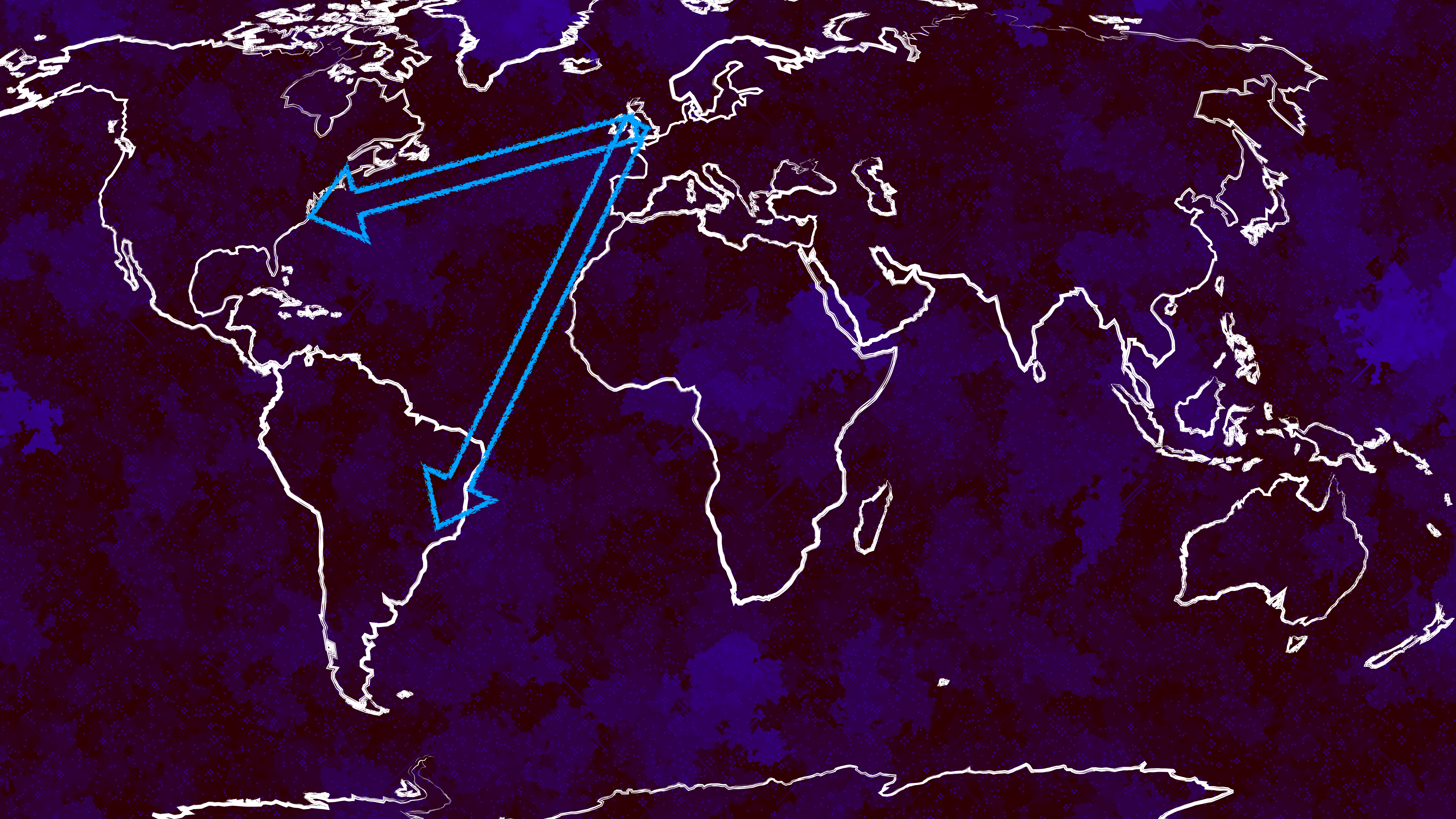
??

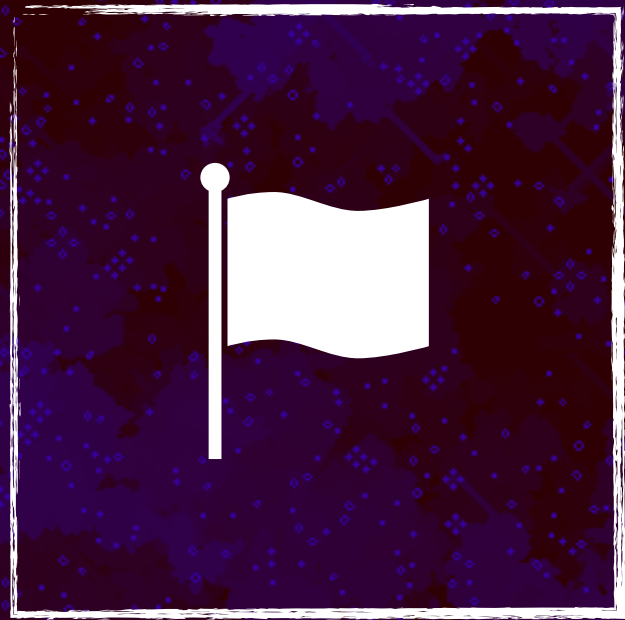
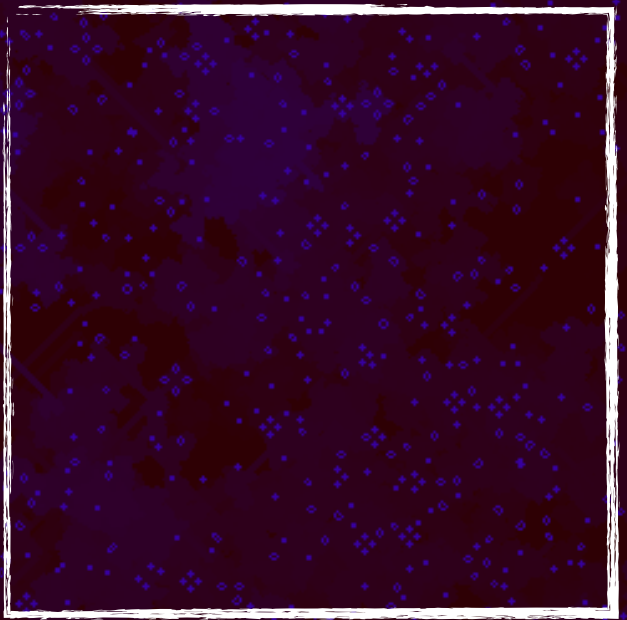
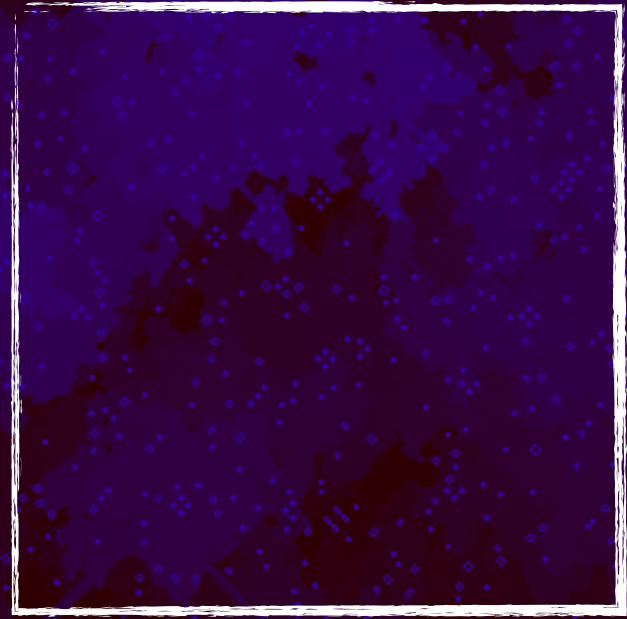
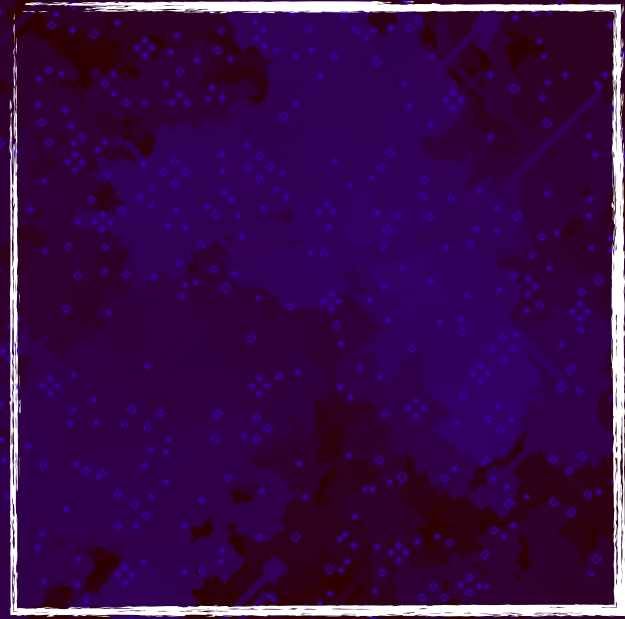
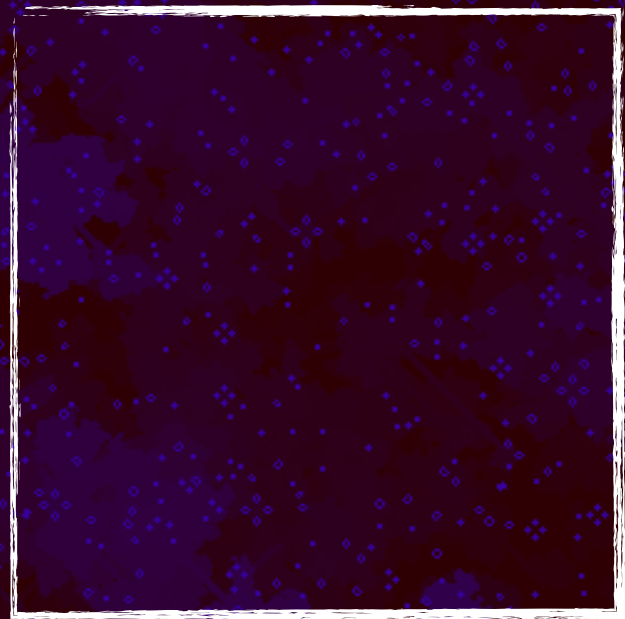
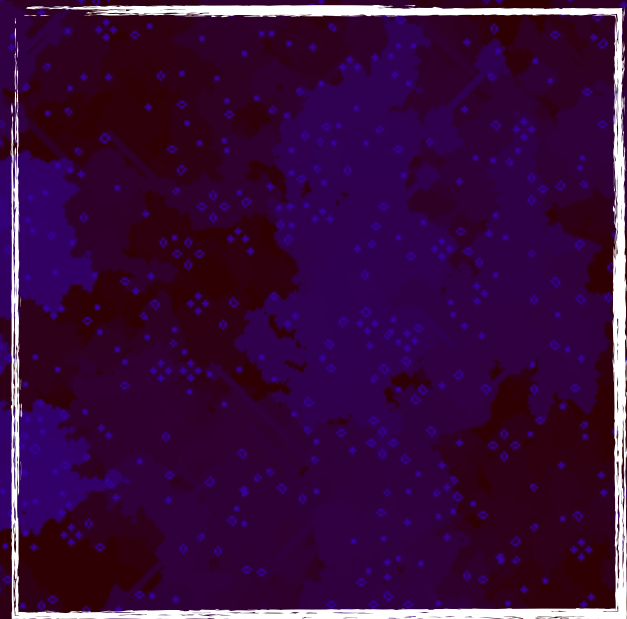
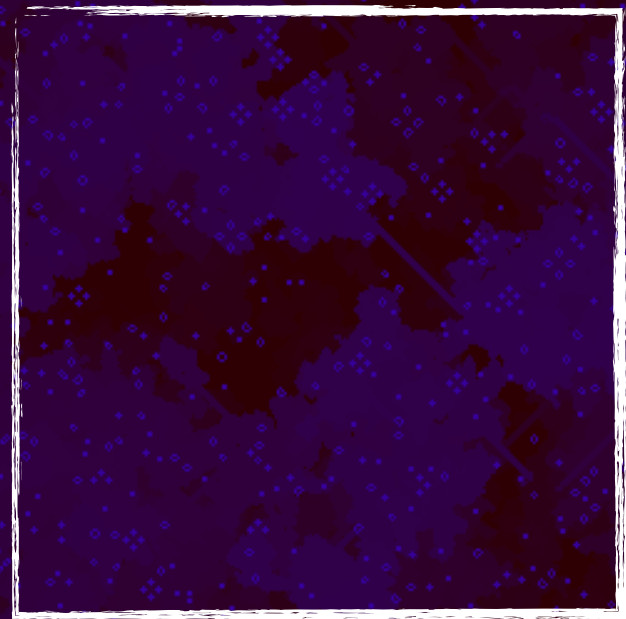
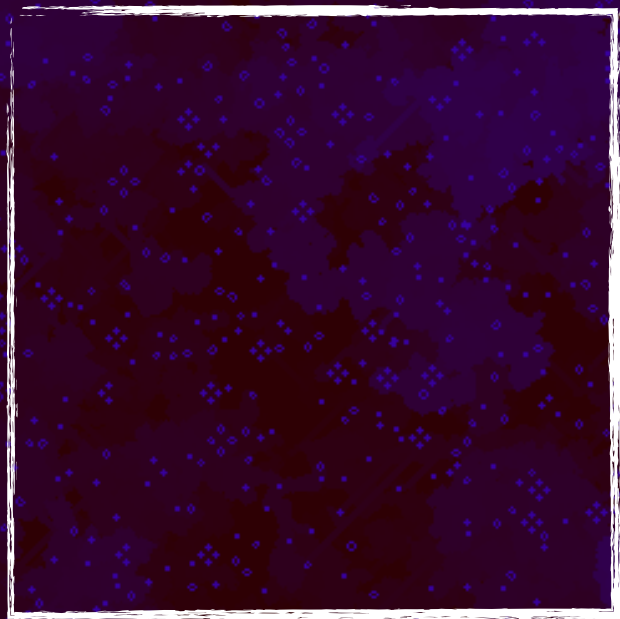


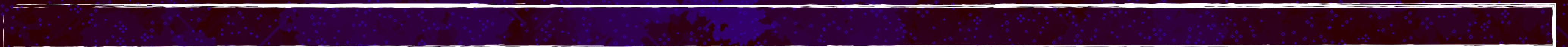
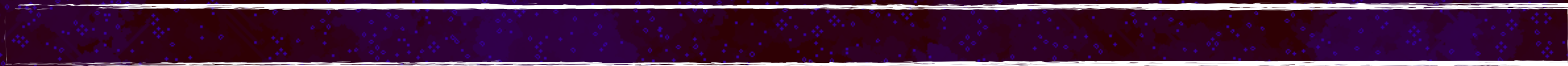
TS

1. Anyone can do this

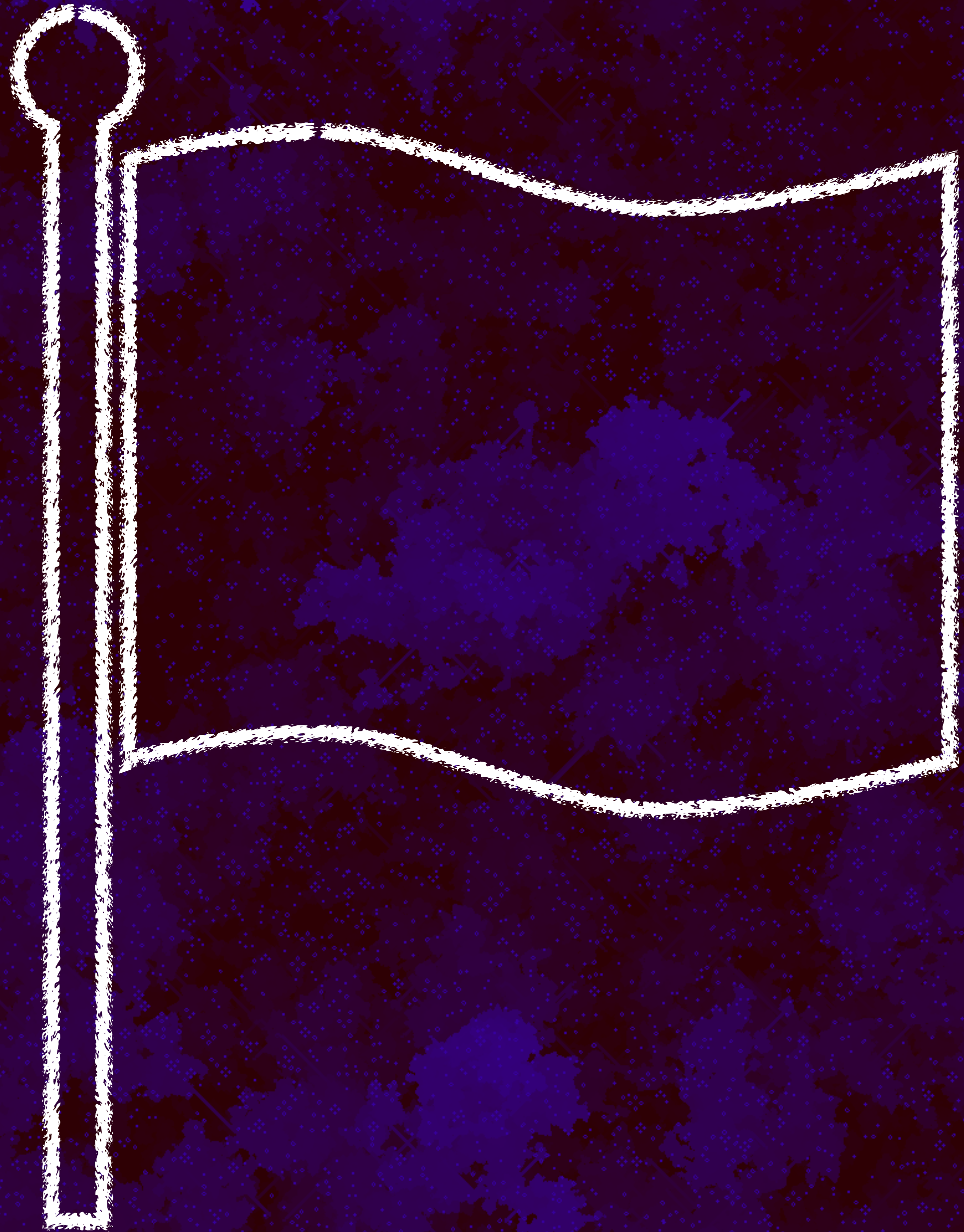
2. You can do it
anywhere



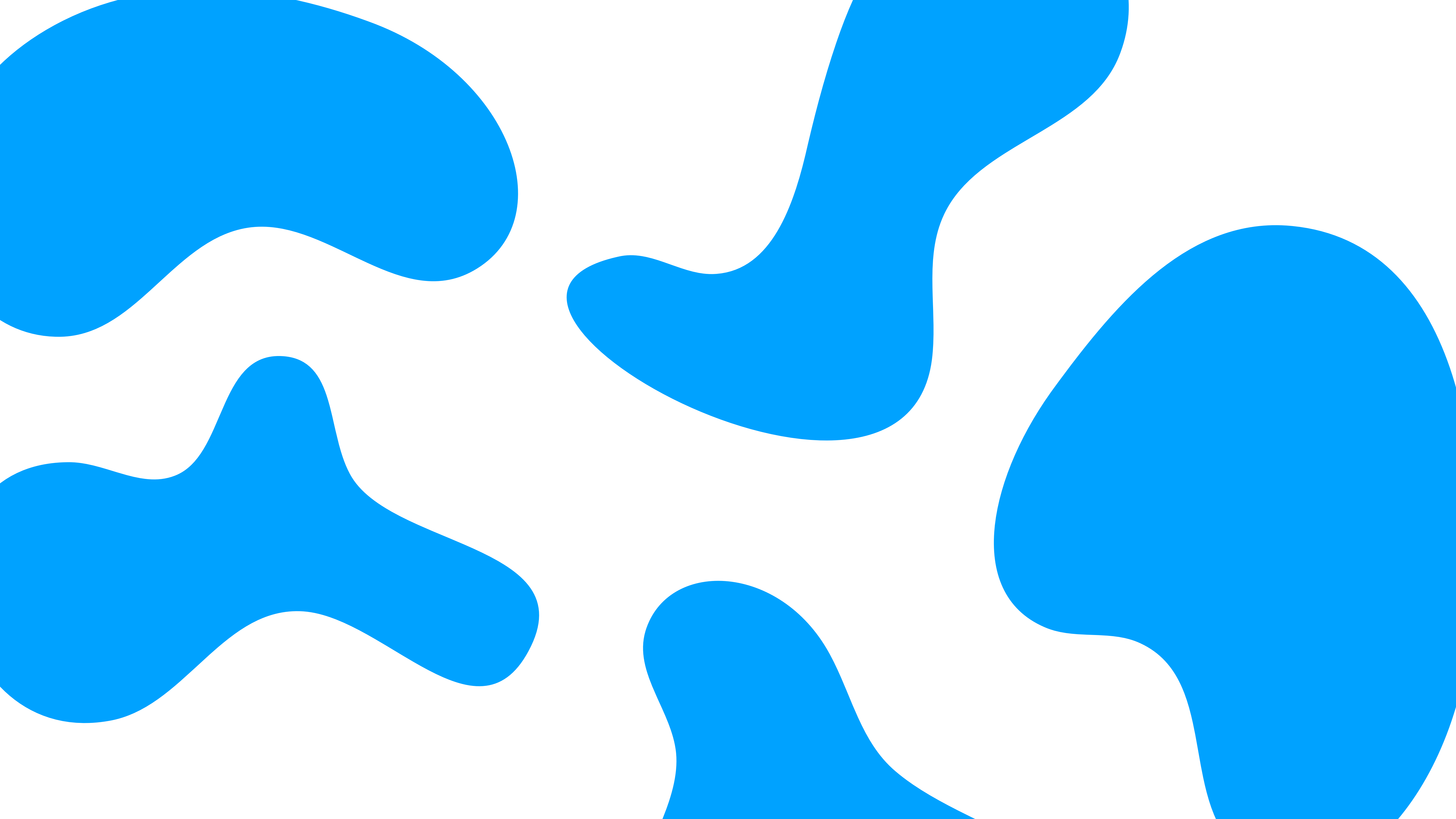


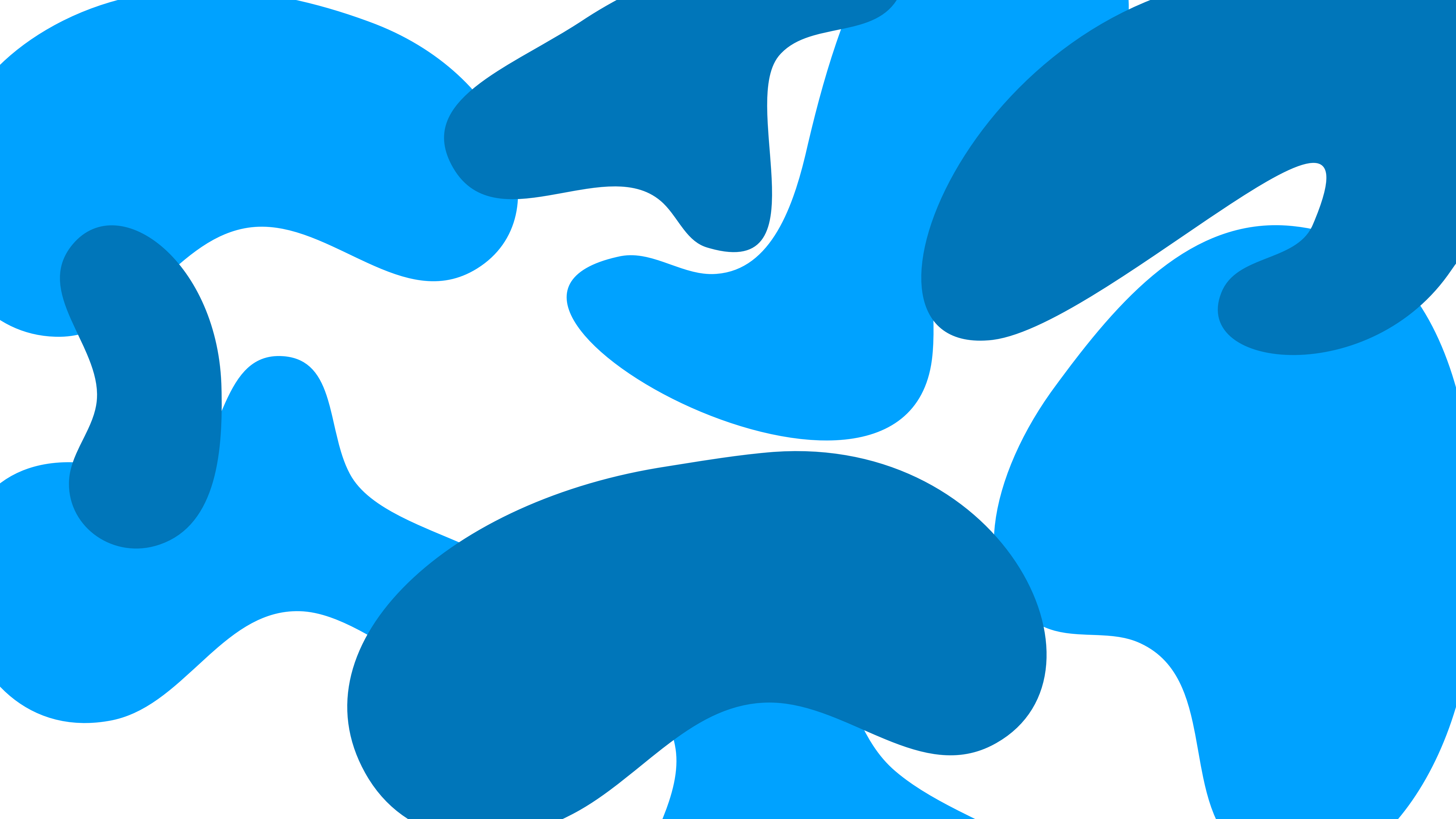


**# OF
PEOPLE**



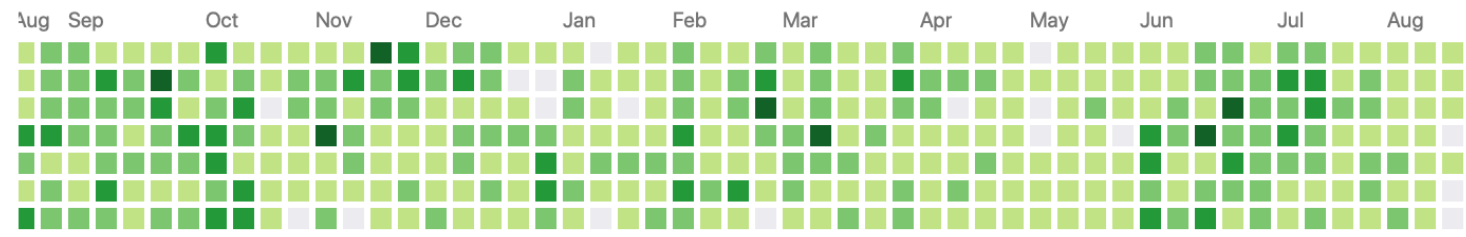
.//orta





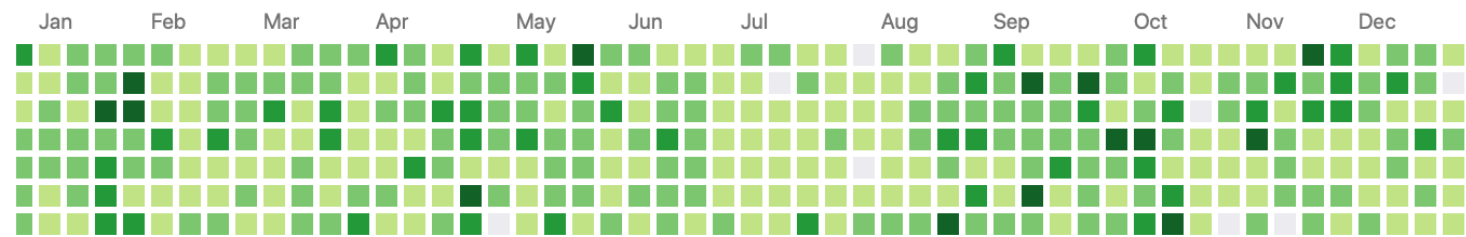






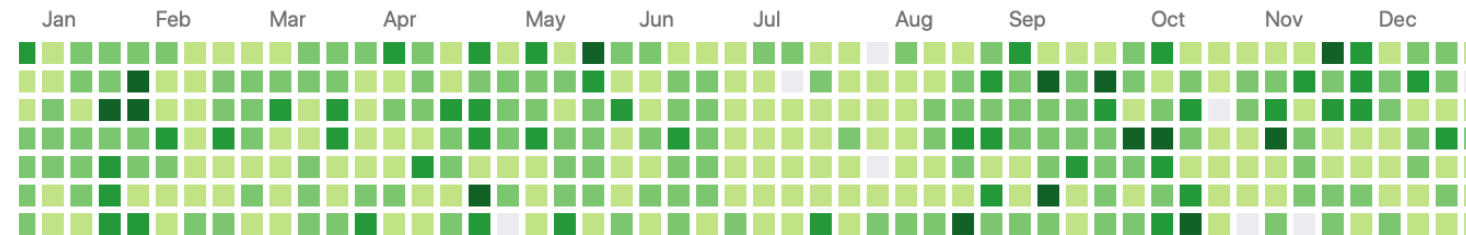
[Learn how we count contributions.](#)

Less More



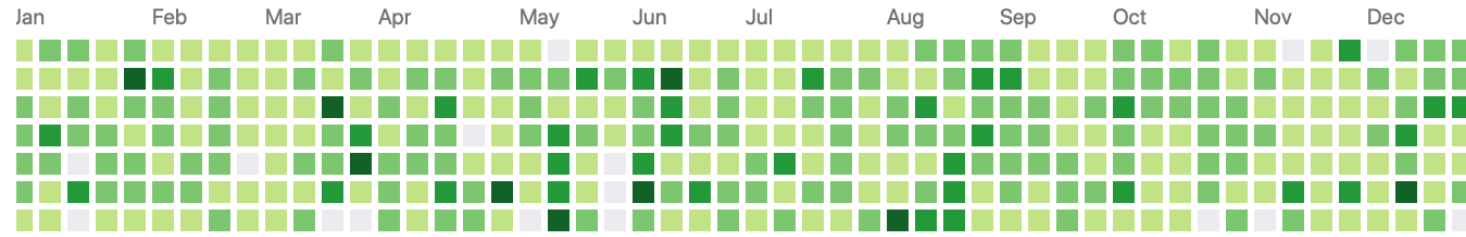
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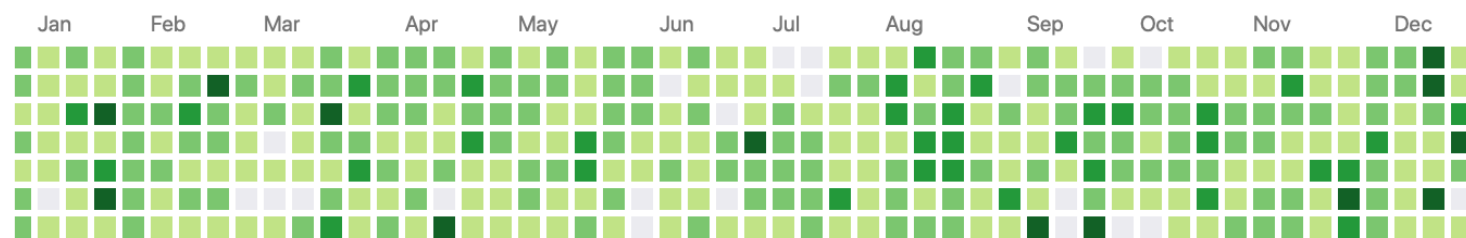
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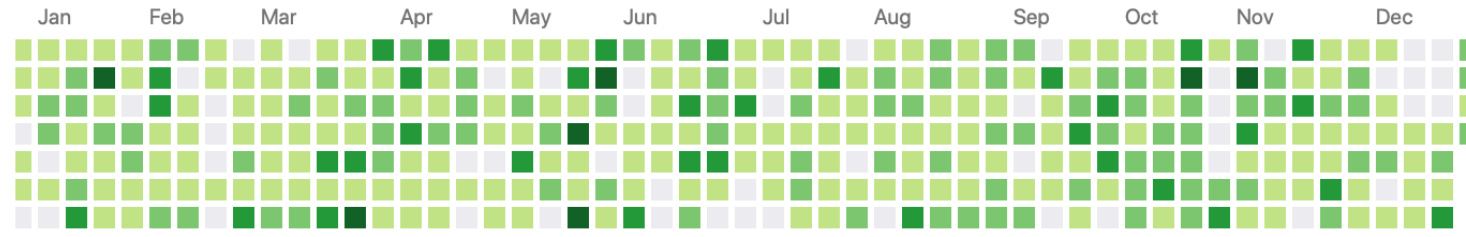
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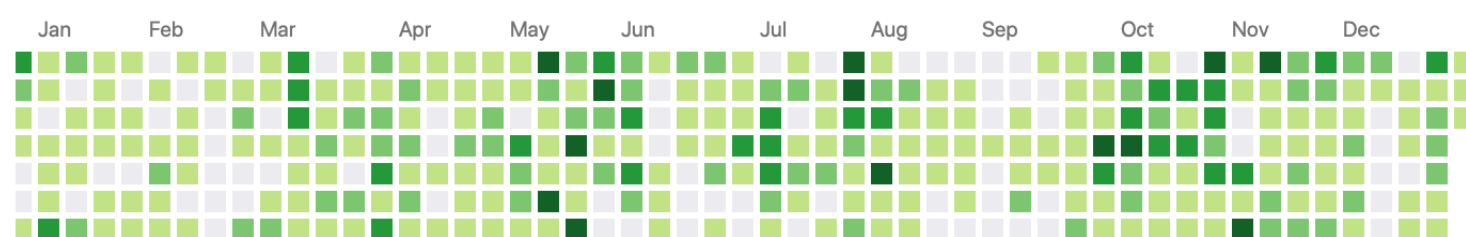
[Learn how we count contributions.](#)

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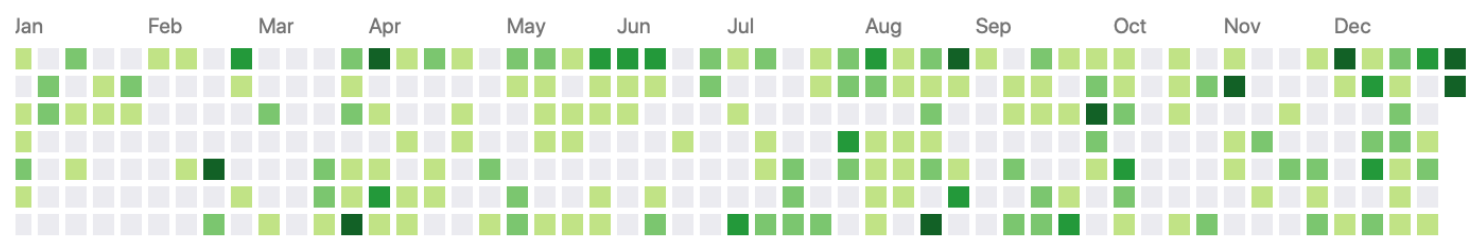
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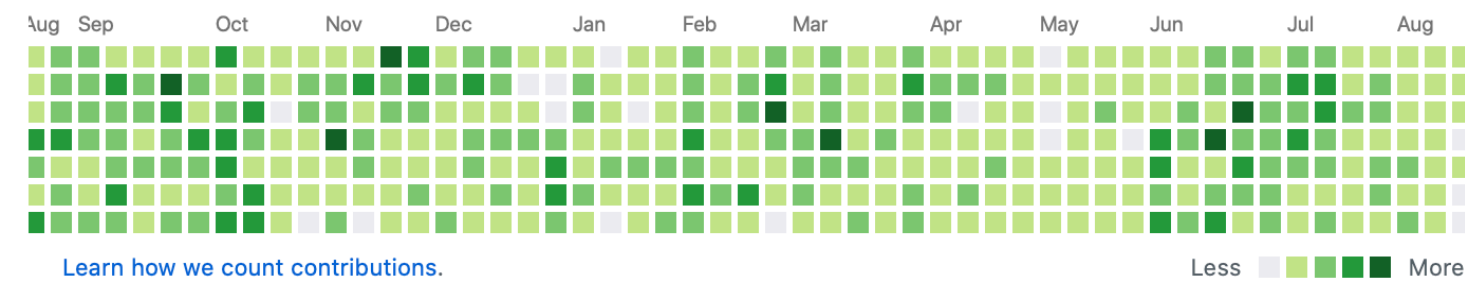
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Less More



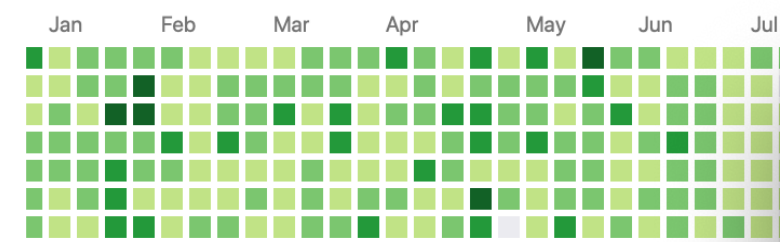
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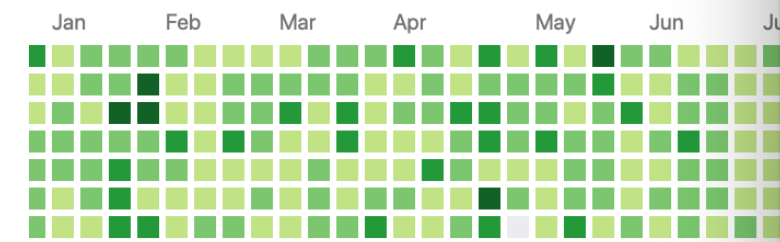


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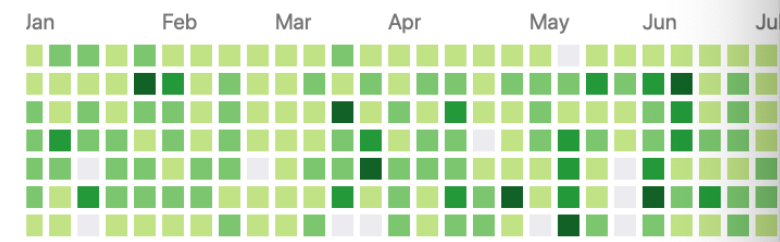
Less More



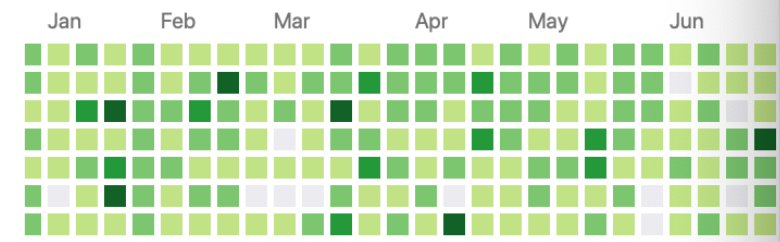
[Learn how we count contributions.](#)



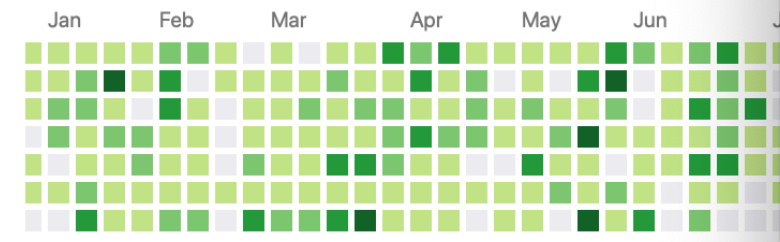
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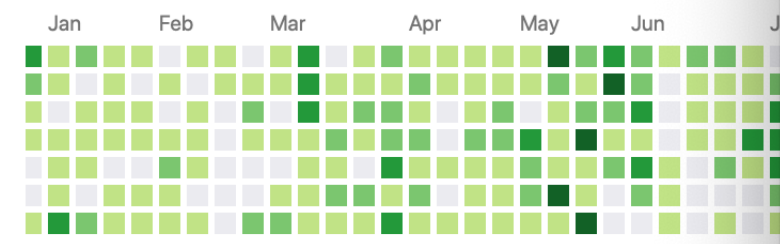
[Learn how we count contributions.](#)



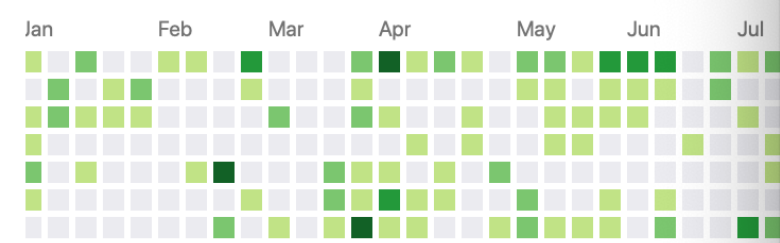
[Learn how we count contributions.](#)



[Learn how we count contributions.](#)



[Learn how we count contributions.](#)



[Learn how we count contributions.](#)

gist.github.com/paulmillr/2657075

Made with data mining of GitHub.com ([raw data](#), [script](#)) by [@paulmillr](#) with contribs of [@lifesinger](#) and [@ahmetalpalkan](#).
Updated once per week.

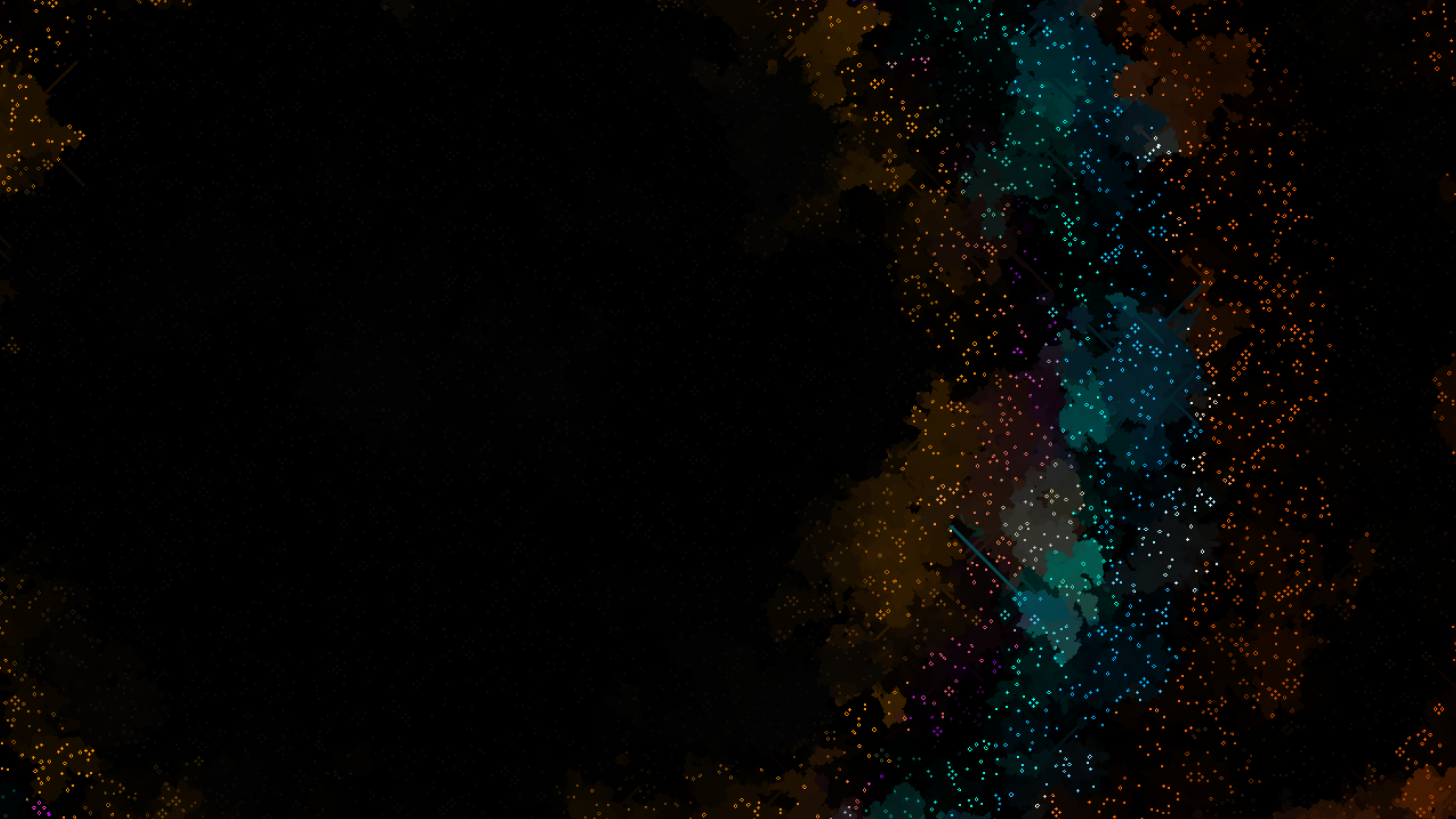
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#1	fabpot (Fabien Potencier)	12947	San Francisco	
#2	andrew (Andrew Nesbitt)	10188	Somerset, UK	
#3	taylorotwell (Taylor Otwell)	8376	Little Rock, AR	
#4	egoist (EGOIST)	7688	Chengdu, China	
#5	HugoGiraudel (Hugo Giraudel)	7658	Berlin	
#6	ornicar (Thibault Duplessis)	7341	Paris, France	
#7	bebraw (Juho Vepsäläinen)	6895	Vienna, Austria	
#8	nelsonic (Nelson)	6501	London	
#9	alexcrichon (Alex Crichton)	6145	San Francisco, CA	
#10	jonathanong (jongleberry)	5763	Los Angeles, CA	
#11	mikermcneil (Mike McNeil)	5736	Austin, TX	
#12	benbalter (Ben Balter)	5699	Washington, DC	
#13	jxnblk (Brent Jackson)	5601	New York City	
#14	yegor256 (Yegor Bugayenko)	5566	Palo Alto, CA	
#15	orta (Orta)	5453	NYC / Huddersfield	

《COCOPODS》

DANGER



TS



Escalation of OSS Contributions

READ-ONLY



REFLECTION

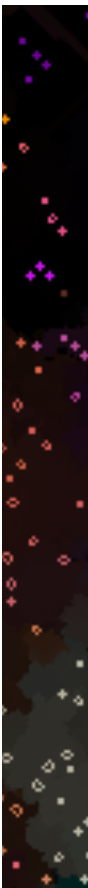


COSMETICS



COVERING

CONTRIBUTING



COLLABORATING



MENTORING



ARCHITECTING

Readonly

STAGE 0



Blogar ficou fácil

Publique do conforto do seu desktop

\$25

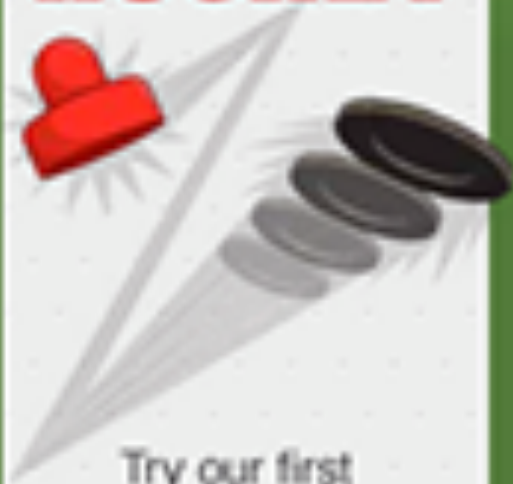
Comprar



- Home
- Download
- Screenshots
- Screencasts
- Extras
- Contato
- Nosso Blog

Feedback

ARCADE
HOCKEY



Try our first
iPhone game
FOR FREE!



"Certamente, a interface é uma das melhores e mais únicas que eu já vi."

Gideon - Mindful Ink

veja os screenshots!



A ferramenta ideal para publicar no seu blog.

Com uma interface simples e intuitiva, tem suporte para Wordpress, Blogger, Typepad, Typo, Drupal, Joomla, Expression Engine, e mais. Notifique seus amigos com Twitter, Ping.fm e outros serviços integrados. O Blogo faz o que um editor de blogs deve fazer.

O Blogo foi projetado para você não se preocupar com detalhes e se concentrar apenas no que interessa: escrever.

Para compor seu post sem precisar abrir o editor de imagens, basta arrastar a imagem para o Blogo. Recorte, ajuste, escolha o tamanho do thumbnail e pronto!

O Blogo cria um template para o seu blog baseado em um post real para você ficar 100% certo do que vai publicar, mesmo não estando conectado. Sem conexões.

Acompanhe seus amigos, pesquise em todo o Twitter ou espalhe a palavra pelo Ping.fm. O Blogo avisa seus followers automaticamente sempre que você publicar um novo artigo.

Habilite os agregadores padrão ou adicione outros de sua preferência. O Blogo vai notificar os serviços na sua lista sempre que você publicar um novo post.

Administre múltiplas contas com suporte para Wordpress, Blogger, Typepad, Typo, Drupal, Expression Engine, Twitter, Ping.fm e mais.



CAREER: 0 YEARS

How you are contributing to OSS?

STAGE 0 - READONLY

- **YOU USE IT**

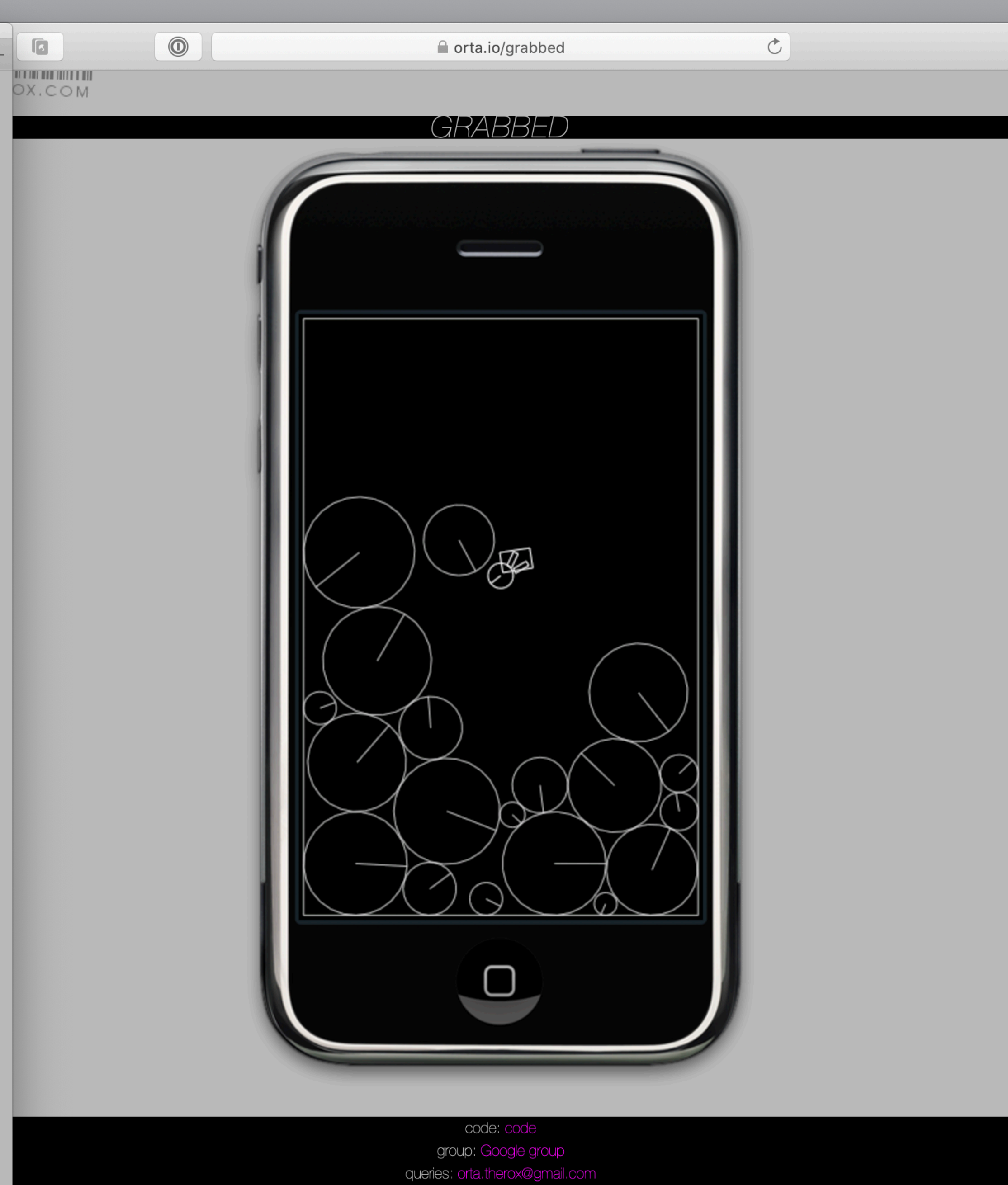
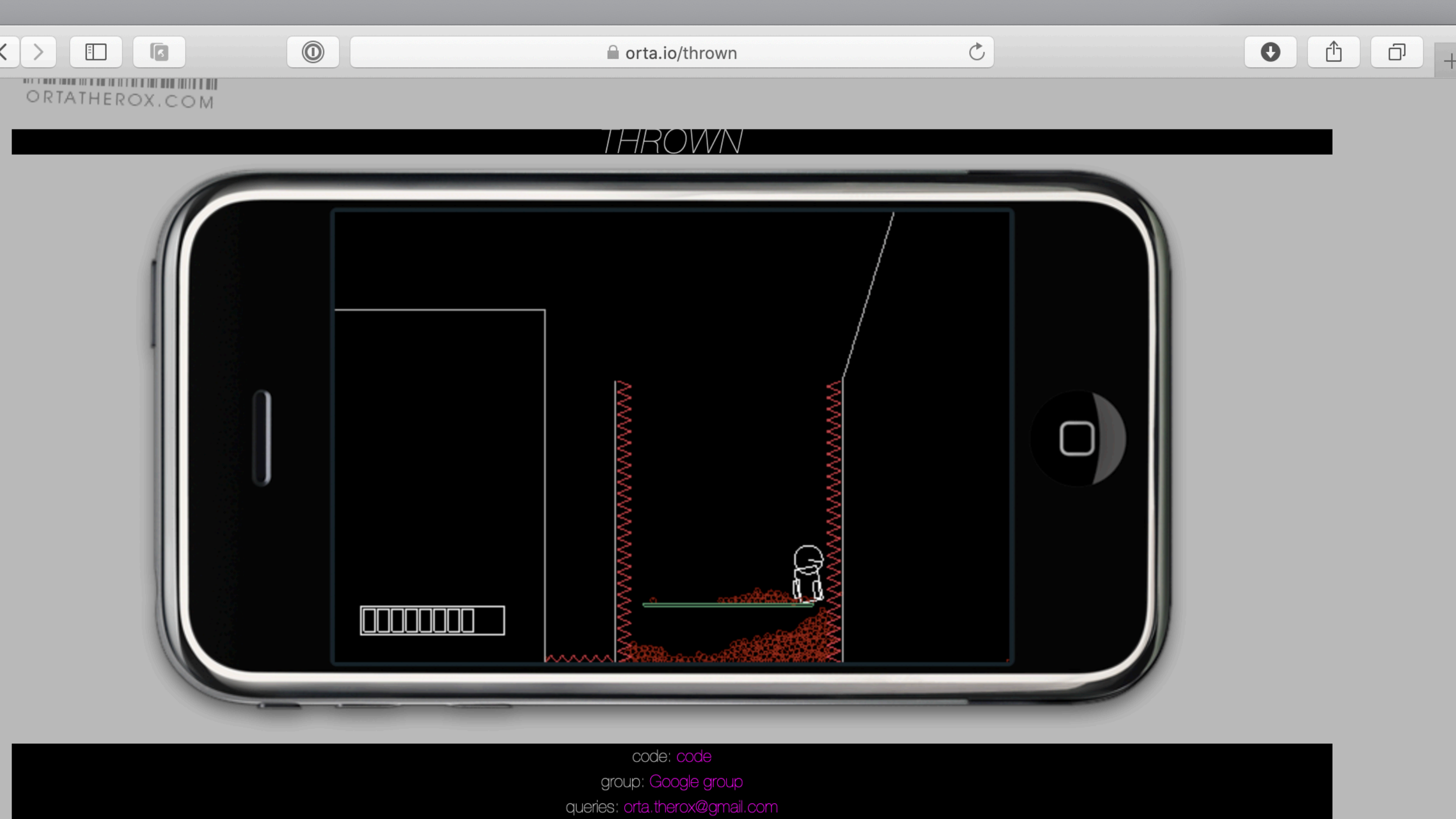
Next Steps

STAGE 0 - READONLY

- **HELP BY SIGNAL BOOSTING THINGS
WHICH YOU ENJOY**

Reflection

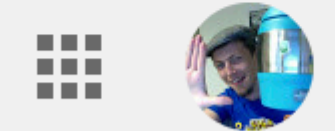
STAGE 1



CAREER: 1 YEAR



Search for messages



Groups

NEW TOPIC [Refresh] Mark all as read Actions Filters [User Settings] [Group Settings]

- My groups
Home
Starred

- ▼ Favorites
NSManchester - ...

- ▼ Recently viewed
orta-code
v8-users
phonegap
SQL Workbench/J...
CocoaPods

- ▼ Recent searches
jit-less (in v8-users)
JIT-less (in v8-us...
android webview I...
rubyonrails releases
rubyonrails (in rub...

- ▼ Recently posted to
CocoaPods

Group settings have been updated. If you are experiencing issues, check the FAQ for help. Visit FAQ

orta-code Shared publicly
58 of 58 topics

Manage group · Manage members · Members · About

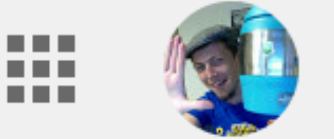
This group does not have a welcome message.

Add welcome message

Table with 3 columns: Topic title, Author/Post info, Date. Topics include 'Sex Dating Service Invitation', 'Hot dating proposition for Girls', 'Hot friend waiting for You', 'one liners jokes . Realy funny!', 'New! New FREE video collection for You.', 'most famous funny movie quotes', and 'Most viewed funniest videos 2010!'.



Search for messages



Groups

POST REPLY

57 of 58

- My groups
 - Home
 - Starred
- Favorites
 - NSManchester - ...
- Recently viewed
 - orta-code
 - v8-users
 - phonegap
 - SQL Workbench/J...
 - CocoaPods
- Recent searches
 - jit-less (in v8-users)
 - JIT-less (in v8-us...
 - android webview l...
 - rubyonrails releases



Yang Lu

6/28/09



Hi, everybody

i have a problem with cocos2d. I according to the article which from the link http://monoclestudios.com/cocos2d_whitepaper.html and compile it, there is one error happen.

here is Comments:

duplicate symbol .objc_class_name_AppController in /Users/luyang/Documents/SimpleGame/build/SimpleGame.build/Debug-iphonesimulator/SimpleGame.build/Objects-normal/i386/StreakTest.o and /Users/luyang/Documents/SimpleGame/build/SimpleGame.build/Debug-iphonesimulator/SimpleGame.build/Objects-normal/i386/SoundEngineTest.o

i think it's some problem with sound package, can anyone give me some advice? Thank you!

Click here to Reply



me (orta change)

6/29/09



You have 2 AppController objects, you should have 1.

- Home
- Trending
- Subscriptions

- Library
- History
- Watch later
- Purchases 2
- Liked videos
- Show more

- SUBSCRIPTIONS
- Lindsay Ellis
 - FilmJoy
 - AI and Games
 - Like Stories of ...
 - Maslen-Smith Fa...
 - Game Maker's ...
 - Pop Culture Dete...



Fun Fun Function

211,209 subscribers

SUBSCRIBED 211K



- HOME
- VIDEOS
- PLAYLISTS
- COMMUNITY
- CHANNELS
- ABOUT

This is Fun Fun Function ▶ PLAY ALL

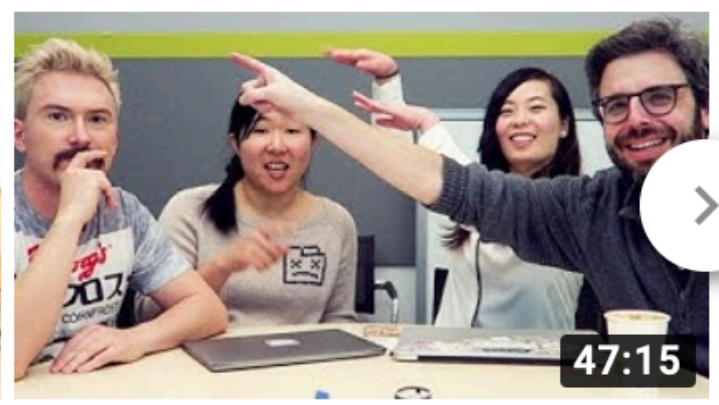
A top of the pops playlist that truly mirrors what Fun Fun Function is all about. Start here to get to know Fun Fun Function!



Trying React Hooks for the first time with Dan Abramov
 Fun Fun Function ✓
 75K views • 4 months ago

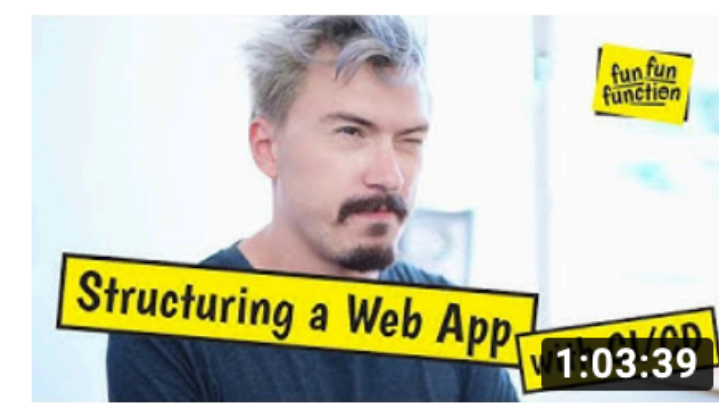


Code Review: How can we do it better?
 Fun Fun Function ✓
 27K views • 4 months ago



Data visualisation chat about D3.js, P5.js, JavaScript,...
 Fun Fun Function ✓
 32K views • 8 months ago

Failing Together: Live mob programming ▶ PLAY ALL



OTHER CHANNELS I LIKE

DevTips
SUBSCRIBE

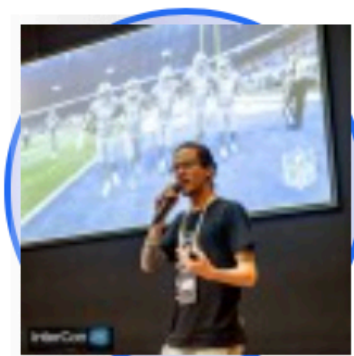
Siraj Raval
SUBSCRIBE

The Coding Train
SUBSCRIBE

Wes Bos
SUBSCRIBE

TheHappyCat
SUBSCRIBE

sendex
SUBSCRIBE



ERICK WENDEL

3

Microsoft Student Partner, instrutor, palestrante e vice-presidente do grupo .NET Coders. Fundador e organizador da comunidade .NET Coders Ladies, formando em Análise e Desenvolvimento de Sistemas. Também é MCP e Especialista em Web Development, atualmente desenvolvendo e aventurando-se em C#, Python, NodeJS e TypeScript.

LEIA MAIS

30 MAR, 2018

7Masters GIT – Git crypt

13 JAN, 2016

NodeJS com TypeScript e Task Runners – Visual Studio Code

Introdução

Este artigo tem por objetivo abordar uma visão geral sobre automatização de tarefas para linguagem Typescript, com o uso do editor Visual Studio Code.

Muito se fala do desenvolvimento de aplicações utilizando o MEAN Stack (Mongodb, ExpressJS, AngularJS e NodeJS), que possuem como linguagem padrão o JavaScript. Isso nos permite trabalhar com uma linguagem unificada, tanto back, quanto front end. Falaremos hoje como tornar mais prático o desenvolvimento de aplicações TypeScript (definido nas próximas seções), trabalhando com tarefas, compiladores e toda configuração de ambiente.

Para isso, hoje trabalharemos com o VS Code, editor de texto da Microsoft, explorando suas ferramentas de automatização de tarefas, compilação e desenvolvimento.

TypeScript

“Any browser. Any host. Any OS. Open Source.” – typescriptlang.org

É uma linguagem open source criada pela Microsoft, que tem por objetivo criar aplicações JavaScript escaláveis, com uma sintaxe mais agradável e extensão de funcionalidades da linguagem.

Basicamente o código escrito em TypeScript é transpilado (processo onde uma linguagem é transformada em outra em um nível similar de abstração – [Steve Fenton](#)) para a linguagem JavaScript.

De acordo com o livro Pro TypeScript Application-Scale Javascript Development (Fenton, Steve), ela é um superset de features para o JS, onde resolve diversos problemas recorrentes na linguagem

ARTIGOS PUBLICADOS POR ESTE AUTOR



ERICK WENDEL
30 MAR, 2018



7Masters GIT – Git crypt



ERICK WENDEL
13 JAN, 2016



NodeJS com TypeScript e Task Runners – Visual Studio Code

How you are contributing to OSS?

STAGE 1 - REFLECTION

- **YOU LET OTHERS KNOW THINGS EXIST**
- **YOU HELP OTHERS TO WORK THROUGH ISSUES**
- **GIVE TALKS**

Next Steps

STAGE 1 - REFLECTION

- **DOCUMENTATION IMPROVEMENTS**
- **FIX TYPOS**
- **DO MORE REFLECTION**

Cosmetics

STAGE 2

rails / rails

Used by 1,200,827 Watch 2,594 Star 43,922 Fork 17,731

Code Issues 353 Pull requests 783 Actions Security Insights

Branch: master

Commits on Apr 3, 2011

added .'s to headings in the initialization textile page

orta authored and dmathieu committed on Mar 14, 2011

4c323bc

Newer Older



CAREER: 2 YEARS

Repositories	6K
Code	8M+
Commits	629+
Issues	220
Packages	0
Marketplace	0
Topics	110
Wikis	14K
Users	528

States	
Closed	217
Open	3

Languages	
TypeScript	50
JavaScript	28
Objective-C	29
Swift	7

220 issues

Sort: Oldest

Typo in repo description #23
 "dataSource/delegat"
 nicklockwood/SwipeView Opened by orta on Sep 25, 2012 • 1 comment

Fixed a typo in index.md (deveper -> developer) #1118
 Not much to say.
 Leaflet/Leaflet Opened by orta on Nov 4, 2012 • 1 comment

Added an Example App for Delegate Methods, made setAllowsMultipleSelection deselection act the same as UICollectionView #92
 Oh, and I fixed a typo in the readme
 steipete/PSTCollectionView Opened by orta on Nov 6, 2012 • 2 comments

Typo fix #10
 Watche -> Watch
 segmentio/analytics.js Opened by orta on Dec 12, 2012 • 1 comment

Typo in failure #334

CAREER: 3 YEARS

How you are contributing to OSS?

STAGE 2 - COSMETICS

- **HELPS YOU UNDERSTAND PROCESS SAFELY**
- **MAKES LIFE EASIER FOR EVERYONE READING**

Next Steps

STAGE 2 - COSMETICS

- **START TO IMPROVE INLINE CODE DOCS**
- **TRADE WRITING POSTS ABOUT DOCS, AND SEND IMPROVEMENTS TO THE MAIN REPO**

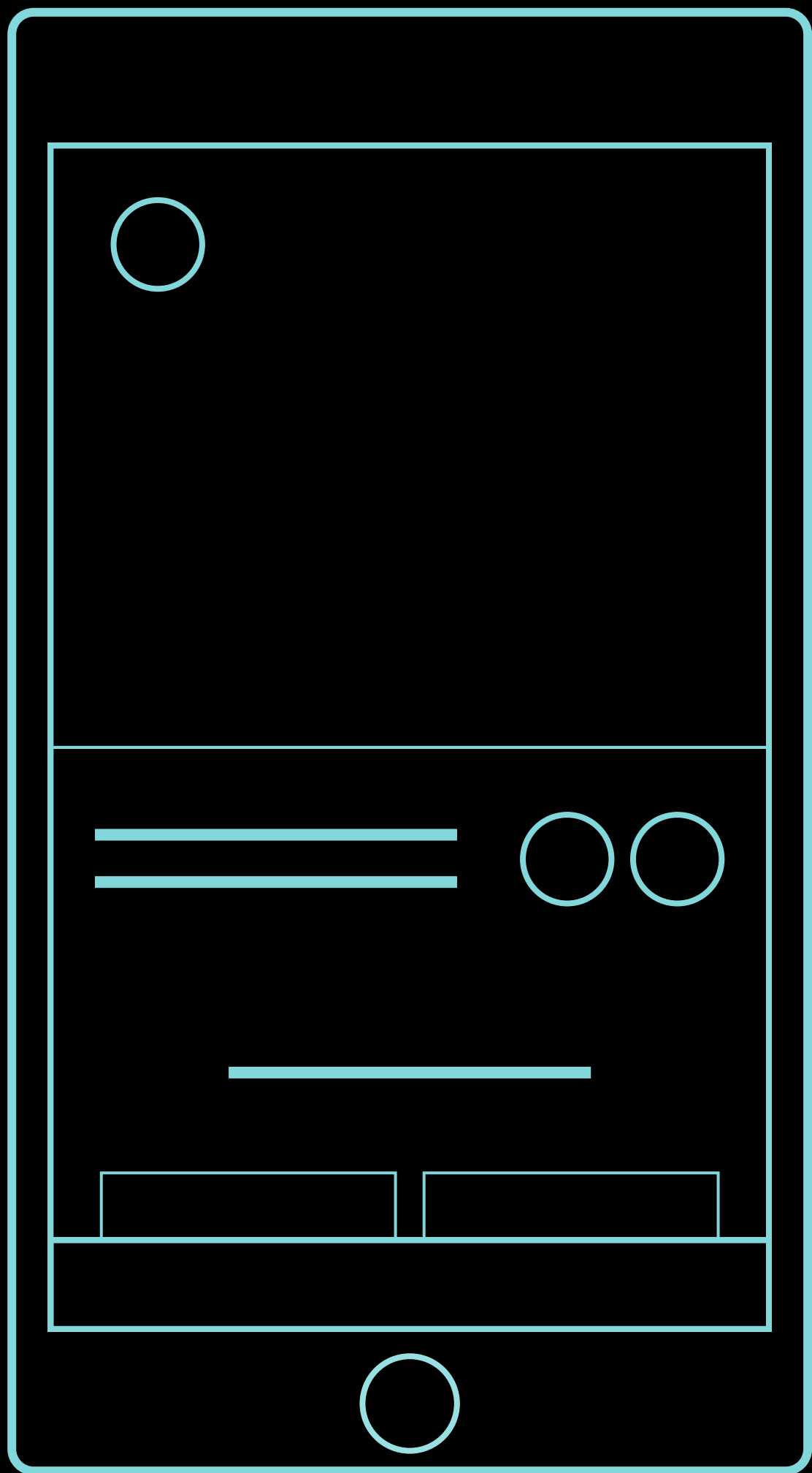
Covering

STAGE 3

“ The start-up Art.sy aims to do for visual art what Pandora did for music: become a source of discovery, pleasure and education.”



CAREER: 3 YEARS



⟨COCOAPODS⟩

CAREER: 4 YEARS

CocoaPods / Specs

Watch 256 Star 5,336 Fork 8,260

Code Pull requests 1 Security Insights Settings

Filters is:pr is:closed Labels 2 Milestones 0 New pull request

Clear current search query, filters, and sorts

<input type="checkbox"/>	1 Open	13,910 Closed	Author	Labels	Projects	Milestones	Reviews	Assignee	Sort
<input type="checkbox"/>	Adding KKPasscodeLock 0.1.5 spec	#38 by aporat was merged on Jan 30, 2012					2		
<input type="checkbox"/>	3 new pods, new dependencies of upcoming RestKit 0.9.4	#37 by SevInf was merged on Jan 30, 2012					4		
<input type="checkbox"/>	Add RestKit frameworks for OSX	#36 by SevInf was merged on Jan 23, 2012					1		
<input type="checkbox"/>	Add AFNetworking 0.9 Spec	#35 by mattt was merged on Jan 23, 2012							
<input type="checkbox"/>	Added missing frameworks dependencies to RestKit	#34 by SevInf was merged on Jan 23, 2012					1		
<input type="checkbox"/>	Hi; just another spec. :)	#33 by jksk was merged on Jan 25, 2012					5		
<input type="checkbox"/>	Added OCHamcrest 1.6 Pod	#32 by SevInf was merged on Jan 10, 2012					1		
<input type="checkbox"/>	[New Pod] Specta 0.1.0	#31 by petejkim was merged on Jan 9, 2012					3		
<input type="checkbox"/>	Expecta and ConciseKit	#30 by petejkim was merged on Jan 8, 2012							

CocoaPods / Specs Watch 256 Star 5,336 Fork 8,260

Code Pull requests 1 Security Insights Settings

Added HHUnitConverter #601 Edit

Merged orta merged 1 commit into CocoaPods:master from HiveHicks:master on Oct 11, 2012

Conversation 3 Commits 1 Checks 0 Files changed 1 +20 -0

HiveHicks commented on Oct 10, 2012
Unit conversion library for Objective-C

Added HHUnitConverter 464deb0

orta commented on Oct 11, 2012
This looks good to me @HiveHicks! Do you want commit access so you can keep this up-to-date?
Merging (- o -) zzZ

orta added a commit that referenced this pull request on Oct 11, 2012
Merge pull request #601 from HiveHicks/master f9af113

orta merged commit f9af113 into CocoaPods:master on Oct 11, 2012
1 check passed View details Revert

HiveHicks commented on Oct 11, 2012

Reviewers No reviews

Assignees No one—assign yourself

Labels None yet

Projects None yet

Milestone No milestone

Notifications Customize

Unsubscribe

You're receiving notifications because you were mentioned.

How you are contributing to OSS?

STAGE 3 - COVERING

- **YOU HELP PEOPLE BY CLAIMING NON-CRITICAL AREAS OF RESPONSIBILITY**
- **YOU BUILD SMALL LIBRARIES THAT FIX A WELL-SCOPED PROBLEM**

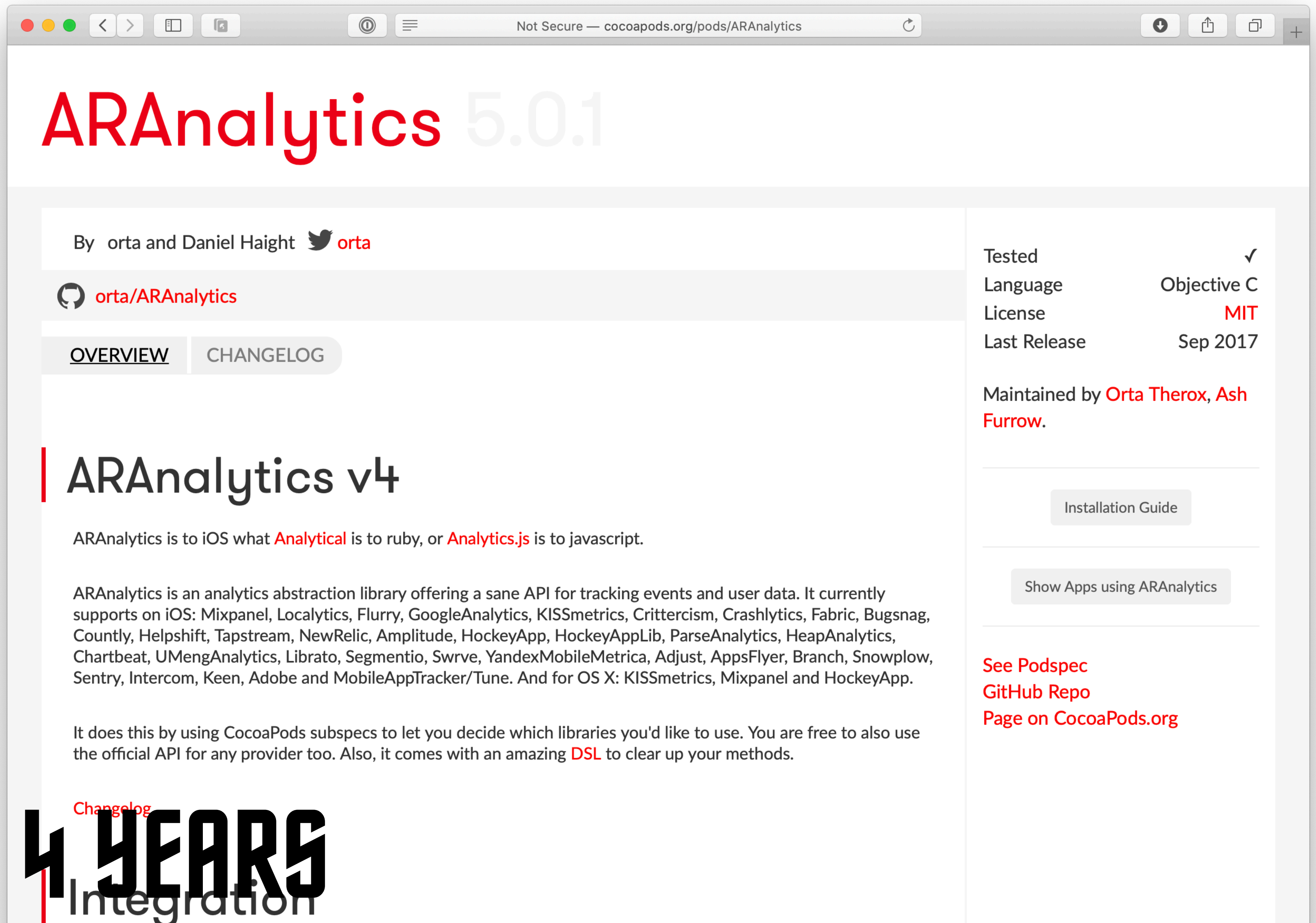
Next Steps

STAGE 3 - COVERING

- **USE YOUR NEW VANTAGE POINT TO SEE FURTHER AHEAD**
- **LOOK FOR GAPS IN THE ECOSYSTEM YOU'RE CONTRIBUTING TO**

Contributing

STAGE 4



CAREER: 4 YEARS
Integration

ORStackView 3.0.1

By Orta Therox  [orta](#)

 [orta/ORStackView](#)

[OVERVIEW](#)

[CHANGELOG](#)

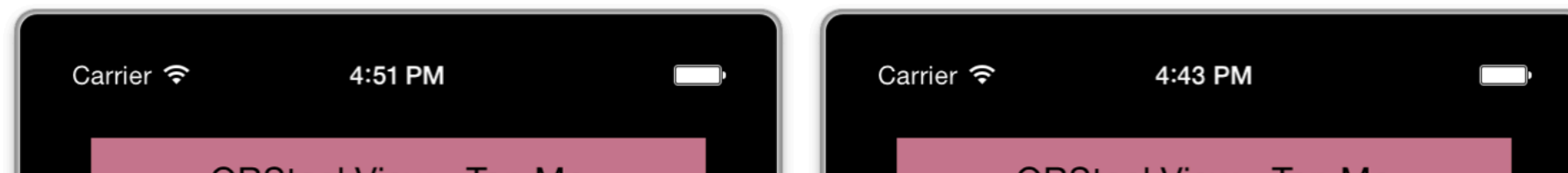
ORStackView


build error coverage 63% pod v3.0.1 platform ios

Makes setting up a collection of stacked views simple. Uses [FLKAutoLayout](#) to simplify the API, you should probably be using it anyway. Depending on demand this can be switched out. If you're interested in more information you can read [ORStackView.h](#)

ORStackView

You can create an ORStackView and simply add subviews to it in the order in which you'd like them to appear. New subviews are added to the bottom of the ORStackView. In the this example, tapping the first subview will add a new subview to the bottom of the stack.



Tested 
Language Objective C
License MIT
Last Release May 2015

Maintained by [Orta Therox](#), [Ash Furrow](#).

[Installation Guide](#)

[Show Apps using ORStackView](#)

[See Podspec](#)
[GitHub Repo](#)
[Page on CocoaPods.org](#)

How you are contributing to OSS?

STAGE 4 - CONTRIBUTING

- **YOU BUILD YOUR OWN LIBRARIES THAT ARE NOT TRIVIAL**
- **YOU SUPPORT IT OVER TIME, AND SHIP MULTIPLE RELEASES**
- **YOU ACCEPT PRS, AND FIX ISSUES FOR OTHERS**

Next Steps

STAGE 4 - CONTRIBUTING

- **LET PEOPLE KNOW YOUR CODE EXISTS**
- **WORK WITH PEOPLE MAKING PRS**
- **SUPPORT YOUR LIBRARY OVER YEARS**

Collaborating

STAGE 5



CocoaPods

The best way to manage library dependencies in Objective-C projects.

Specify the libraries for your project in an easy to edit text file. Then use CocoaPods to resolve all dependencies, fetch the source, and set up your Xcode workspace.

[GitHub Repo](#)
[Submit an issue](#)
[Browse the wiki](#)
[Mailing List](#)

CAREER: 5 YEARS

Search pods

Either OS

iOS & OSX

iOS

OSX



pod name, e.g. Kiwi, version, author, deps...

Install

CocoaPods is distributed as a **ruby gem**, installing it is as easy as running the following commands in the terminal:

```
$ [sudo] gem install cocoapods  
$ pod setup
```

Now that you've got CocoaPods installed it's time to **get started**.

Get started

Search for pods by name and description.

Then list the dependencies in a text file named Podfile in your Xcode project directory:

```
$ edit Podfile  
platform :ios  
dependency 'JSONKit', '~> 1.4'  
dependency 'Reachability', '~> 3.0.0'
```

Now you can install the dependencies in your project:

```
$ pod install App.xcodeproj
```

- PAGES
- Empty Homescreen
 - Search Interface
 - Expanded Search Interface
 - Typography
 - About Page
 - Mac App
 - Socks
 - misc
 - Pods Page
- 6
- Files Popover
 - Aa 2MB
 - Aa Download Size
 - Aa .h
 - Aa .m
 - Rectangle 87
 - Rectangle 32
 - Rectangle 34
 - History Popover
 - Triangle 6
 - Triangle 6
 - Triangle 6
 - Aa 24th Nov 2013
 - Aa First Commit
 - commit logs
 - Rectangle 92
 - Rectangle 34
 - Rectangle 32
 - Desktop Expanded Page 2
 - Bitmap
 - Aa with summary
 - Aa version

Desktop Expanded Page

ARA

Any Univeral iOS mac Any Obj-C Swift Sort by Popularity

678 results. Show only: Swift (12) Obj-C (98) MIT (98)

Pods named xxx

- ARASCIISwizzle** Start recording when the user speaks.
- FDStatusBarNotifier** FDStatusBarNotifier is a UIView subclass that lets you display notifications using the space in which the status bar resides.

ORStackView 2.7.1

by Orta Therox orta

orta/ORStackView 20 300 20%

Makes setting up a collection of stacked views simple. Uses [FLKAutoLayout](#) to simplify the API, you should probably be using it anyway. Depending on demand this can be switched out. If you're interested in more information you can read [ORStackView.h](#)

ORStackView

You can create an ORStackView and simply add subviews to it in the order in which you'd like them to appear. New subviews are added to the bottom of the ORStackView. In the this example, tapping the first subview will add a new subview to the bottom of the stack.

```
(void)loadView
{
    self.view = [[ORStackView alloc] init];
}

(void)viewDidLoad
{
    ORColourView *view1 = [[ORColourView alloc] init];
    view1.text = @"ORStackView - Tap Me";
    view1.fakeContentSize = (CGSize){ UIViewNoIntrinsicMetric , 40};

    UITapGestureRecognizer *tapGesture = [[UITapGestureRecognizer alloc]
        initWithTarget:self action:@selector(addClass)];
    [view1 addGestureRecognizer:tapGesture];

    ORColourView *view2 = [[ORColourView alloc] init];
    view2.text = @"Subtitle";
    view2.fakeContentSize = (CGSize){ UIViewNoIntrinsicMetric , 20 };

    ORColourView *view3 = [[ORColourView alloc] init];
    view3.text = @"By default, new subviews are added to the bottom of ORStackView.";
```

Downloads

- Week	1.4k
- Month	7.8k
- Total	33,00k

Installs

- App	200
- Tests	10

analytics by Segment

[See Pod Page for more](#)

[See Podspec Documentation Homepage](#)

STYLE

- Fills
- Borders
- Shadows
- Inner Shadows
- Blurs

History P

- First Last Last Pull Open

Files Pop

- .m
- Down Line Docu Files

CocoaPods Guides

Using CocoaPods

Getting Started

This is a guide for setting up CocoaPods.

pod install vs. pod update

Explains the difference between pod install and pod update and when to use each

Using CocoaPods

Integration instructions and best practices.

The Podfile

Build with CocoaPods

Making a CocoaPod

Instructions for creating and maintaining a CocoaPod.

Using Pod Lib Create

The guide for getting a CocoaPod up and running quickly.

Getting setup with Trunk

Instructions for creating a CocoaPods user account

Private Pods

Reference

Podfile

Find out all of the supported attributes of the DSL for downloading Pods.

Podspec

Find out all of the supported attributes of the DSL for creating a library.

Command Line API

Find out all of the supported terminal flags and commands.



ADAL 2.5.1

● Microsoft | azuread | Versions ▾ | Docs % | License MIT

Class References

- ADAuthenticationContext
- ADAuthenticationError
- ADAuthenticationParameters
- ADAuthenticationResult
- ADAuthenticationSettings
- ADKeychainTokenCache
- ADLogger
- ADTelemetry
- ADTokenCache
- ADTokenCacheItem
- ADUserIdentifier
- ADUserInformation
- ADWebAuthController

Protocol References

- ADDispatcher
- ADTokenCacheDelegate

Microsoft Azure Active Directory Authentication Library (ADAL) for iOS and OSX

=====

[Code Samples](#) [Reference Docs](#) [Developer Guide](#)

Release Versions

We recommend remaining up-to-date with the latest version of ADAL. The best place to check what the most recent version is is the [releases page](#) on GitHub, you can also subscribe the the [Atom Feed](#) from GitHub, or use a 3rd party tool like [Sibbell](#) to receive emails when a new version is released.

How you are contributing to OSS?

STAGE 5 - COLLABORATING

- **YOU UNDERSTAND THAT CONTRIBUTIONS TO OTHERS' PROJECTS CAN BE MORE VALUABLE THAN MAKING SOMETHING NEW YOURSELF**
- **YOU TAKE THE TIME TO WORK ON LARGER PROJECTS BECAUSE THEY HAVE MORE IMPACT**

Next Steps

STAGE 5 - COLLABORATING

- **WORK ON MORE BIG PROJECTS**
- **CONNECT PEOPLE**
- **HELP LIFT OTHERS WHO LOOK INTERESTED**

Mentoring

STAGE 6



Felix Krause @KrauseFx · Sep 12, 2016

. @orta has been a huge help for me over the last years, I wouldn't be here without him, thank you ❤️



./orta --tsc @orta · Sep 12, 2016

Looks like @KrauseFx finally overtook me on Twitter followers.

Glad to watch his rise, it's been amazing.



3



26



Felix Krause

@KrauseFx

I especially want to thank @orta, who helped me from the very early days before fastlane was even started. Just had dinner again in our favorite burrito place, talking about the early days in the UK 😊



CAREER: 6 YEARS



Samuel Giddins
@segiddins



I'm especially thankful to [@alloy](#) and [@orta](#) for their mentorship over the past two years. They've really helped me grow. ❤️

1:56 PM · May 10, 2016 from [Hyde Park, Chicago](#) · [Tweetbot for Mac](#)

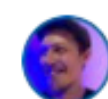
2 Retweets **14** Likes



ashfarrow-ooo-until-september  @ashfarrow · Apr 18



[@orta](#) was the person who brought me into Artsy, who defined what [@ArtsyOpenSource](#) even is. It's been amazing to work together – he's become an amazing mentor and a good friend. I'll miss him, and I wish him luck ❤️



./orta --tsc @orta · Apr 18

Hey folks, this is as good a time as any to announce that after 7.5 years - I'm leaving @artsyopensource

Artsy's in great hands with the rest of the team and I'm **super** pumped about what I'm going to do next, but I can't talk about it yet.

[Show this thread](#)

How you are contributing to OSS?

STAGE 6 - MENTORING

- **YOU HELP OTHER PEOPLE WITH BIG IDEAS**
- **PROVIDE ADVICE FROM YEARS OF EXPERIENCE**
- **GET TO ACT LIKE A WIZARD**

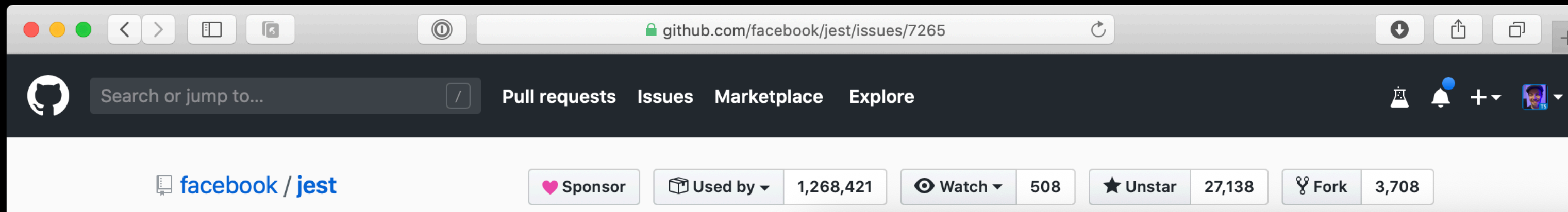
Next Steps

STAGE 6 - MENTORING

- **YOU SHOULD NEVER STOP MENTORING**
- **DISCOVER UNDER-APPECIATED PEOPLE**

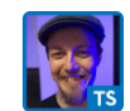
Architecting

STAGE 7



RFC: New Index page for the Jest website

Closed orta opened this issue on Oct 24, 2018 · 27 comments



orta commented on Oct 24, 2018 • edited

Note: This issue has a bounty on our Open Collective - see #7265 and this WIP PR: #7566

It is just for the single index page on <https://jestjs.io>, which is powered by Gatsby. I want to see what an example PR would look like see [prettier/prettier](#)

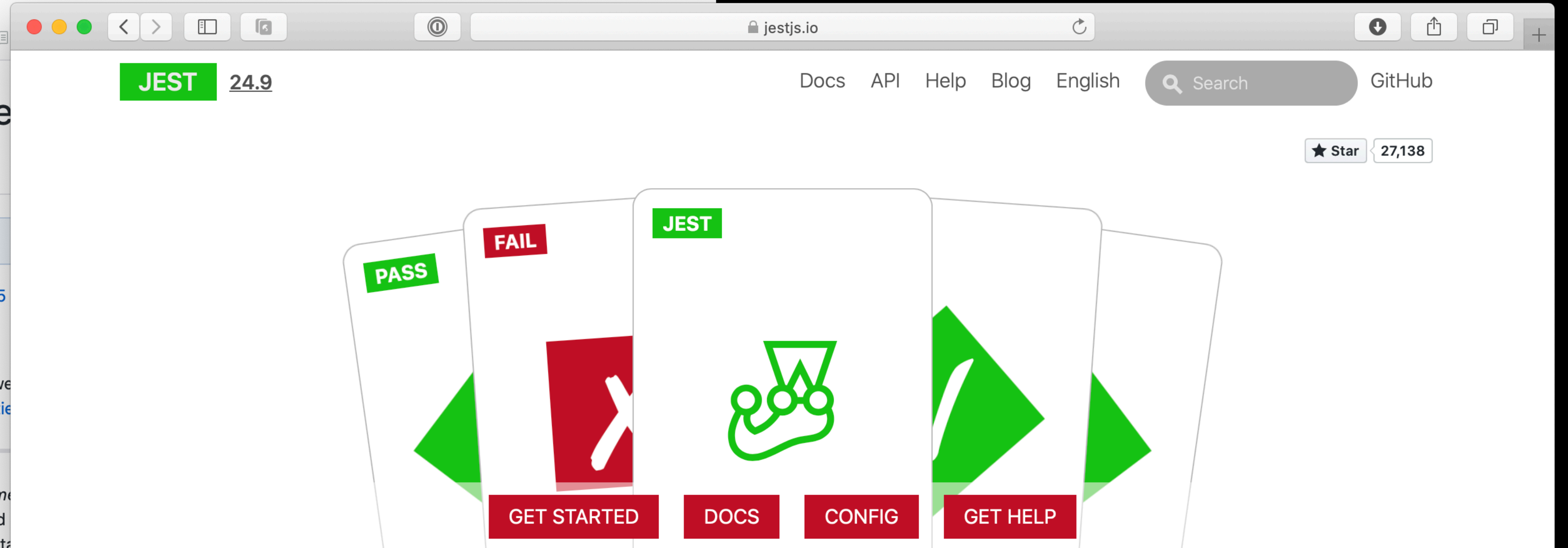
OK, a primer before we get to pretty pictures - I'm looking for some pretty well spec'd out. Only a few more cases of lorem ipsum, and screenshots after (#7241). Nothing that should block implementation.

My aims with the redesign:

- Highlight Jest's awesome terminal UI (bigger images, more of them)
- Decouple Jest from being the "React testing tool" (the current sections)
- Consistent messaging
- BE COOL, because Jest is cool

Alright, step one, a new Jest logo. I think the foot is cool, and I think it in the designs) but I also like the simplicity of this idea:

What if we take the runtime symbols Jest uses to indicate how things



Jest is a delightful JavaScript Testing Framework with a focus on simplicity.

It works with projects using: [Babel](#), [TypeScript](#), [Node](#), [React](#), [Angular](#), [Vue](#) and more!

CAREER: 10 YEARS

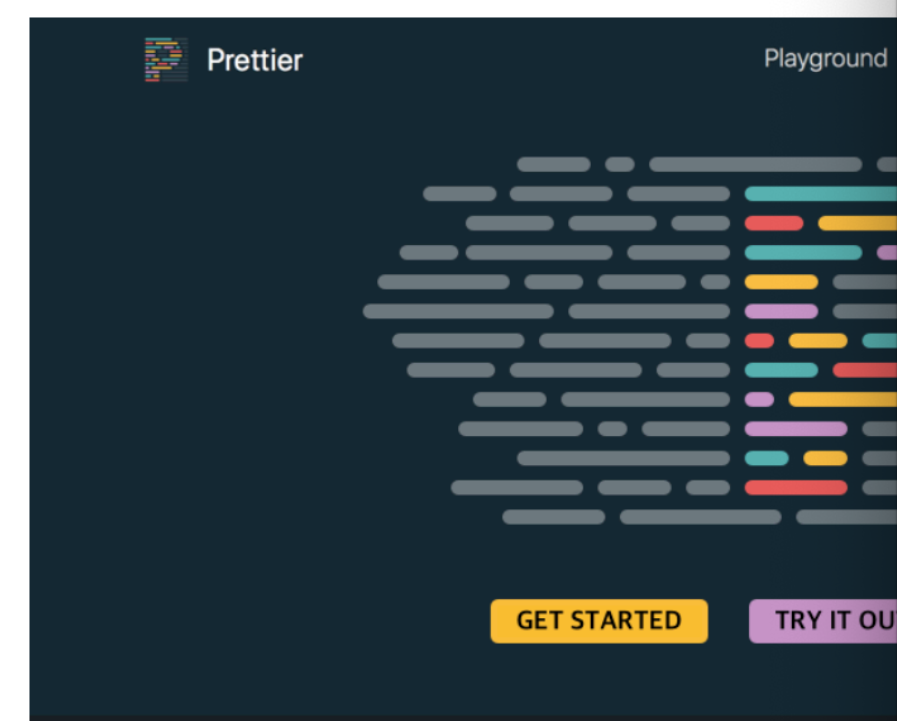
WIP Homepage design thread

Closed orta opened this issue on Jan 7, 2018 · 18 comments

orta commented on Jan 7, 2018 • edited by azz

We're looking for someone to implement this design

I started looking at a homepage design after [this tweet](#)

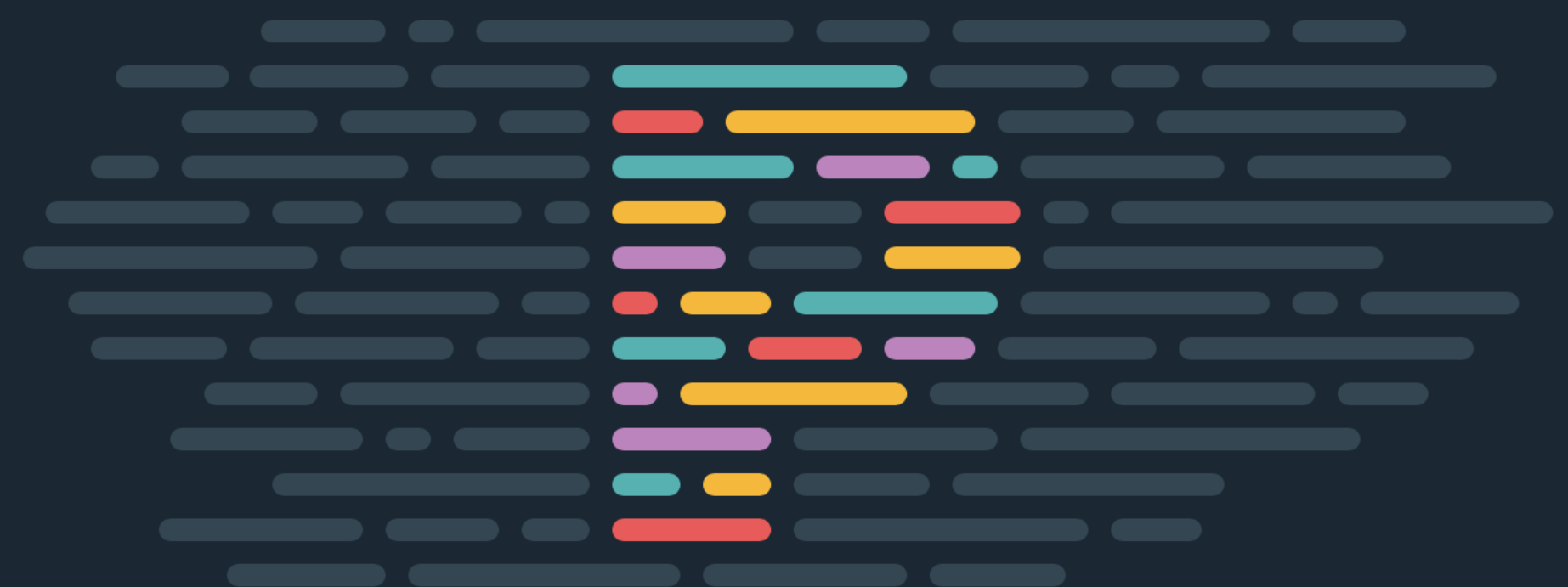


What is prettier?

- An opinionated code formatter
- Supports many languages
- Integrates with most editors
- Has few options

Show me

Prettier stable



TRY IT OUT GET STARTED OPTIONS

What is Prettier?

- * An opinionated code formatter
- * Supports many languages
- * Integrates with most editors
- * Has few options

Why?

- * You press save and code is formatted
- * No need to discuss style in code review
- * Saves you time and energy
- * And more

facebook / react-native-website

Code Issues 102 Pull requests 53 Security

Adds the sketch file for the index page redesign

Merged charpeni merged 1 commit into facebook:master

Conversation 2 Commits 1 Checks 0

orta commented 24 days ago • edited

Then people can build off it as needed. #1014

orta changed the title Adds the sketch file for the index page redesign to sketch file for the index page redesign 24 days ago

react-native-bot commented 24 days ago

Deploy preview for react-native ready!

Built with commit 9e6f525

<https://deploy-preview-1157--react-native.netlify.com>

Changes to docs/ are reflected in the next "master"

Thank you for your contributions.

[How to Contribute](#) • [Documentation Sources](#)

charpeni approved these changes 17 days ago

charpeni left a comment

Thanks 🙏

facebook.github.io/react-native/

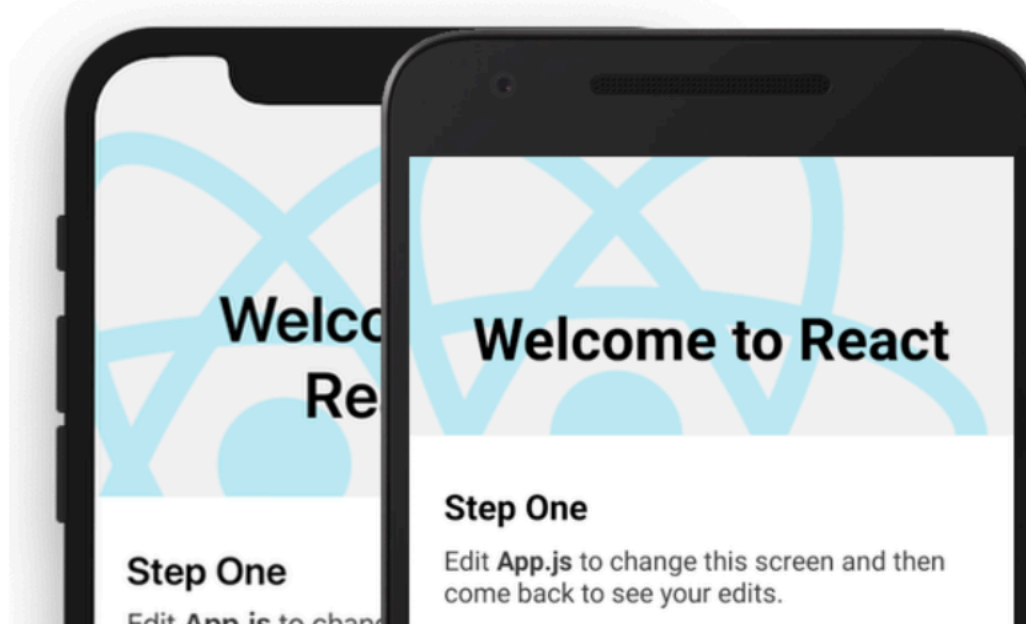
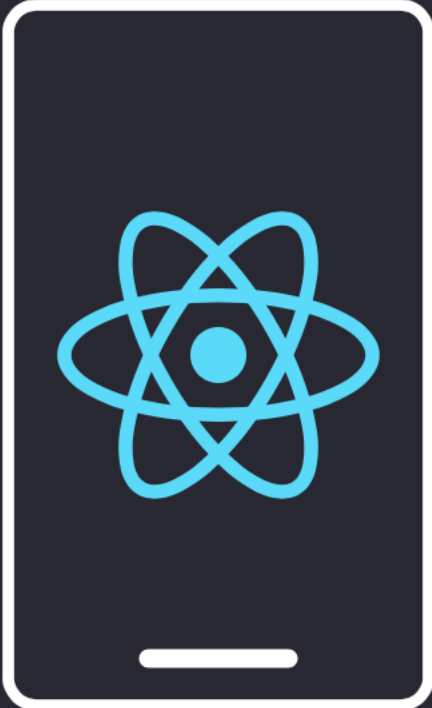
React Native 0.60 Docs API Community Blog Search GitHub

Follow @reactnative Star

React Native

Learn once, write anywhere.

Get started Learn basics >



Create native apps for Android and iOS using React

React Native combines the best parts of native development with React, a best-in-class JavaScript library for building user interfaces.

Use a little—or a lot. You can use React Native

benjie Add Benjie to next WG (#930)

3 contributors

22 lines (16 sloc) | 1.33 KB

The 3rd GraphiQL Working Group meeting will involve graphiql-2 and graphiql-language-service-* 2.0.x starting with schema loading. Further discussion of the ecosystem in terms of an official vscode-graphiql

- Video Conference Link: <https://zoom.us/s/15...>
- Live Notes:
- Date & Time: August 21st 2019 16:00 - 18:00
- NOTE: Meeting date and time may change up to the meeting to confirm.

Attendees

Name	Organization
Rikki Schulte	GraphiQL Maint. Te
Trevor Scheer	Apollo
Benjie Gillam	GraphiQL Maint. Te
Orta Therox.	Microsoft
ADD YOUR NAME HERE	COMPANY / ORG

leebyron Merge branch 'master' into patch-1

16 contributors

66 lines (53 sloc) | 2.77 KB

GraphQL WG Meeting #3

Notes

- Date: February 1st 2018
- Time: 9:00AM - 12:00PM PST

Physical Locations

We've booked a large room at Facebook HQ in Building 23 for this meeting, and can host lunch afterwards. If you plan to join at this location, please reach out to the contact *before* showing up so they know to expect you and to receive logistics. Plan to arrive at least 10 minutes before the meeting begins.

- Facebook, Menlo Park, CA
 - Location: 1 Facebook Way, Building 23 Menlo Park, CA, 94025
 - Contact: Lee Byron <leebyron@fb.com>

github.com/microsoft/TypeScript/issues/31983

Code Issues 3,560 Pull requests 135 Actions Projects 5 Wiki Security Insights Settings

What do you not like about the TypeScript Website and Documentation? #31983

Edit New issue

Closed ortas opened this issue on Jun 19 · 52 comments



ortas commented on Jun 19

What do you not like about the Documentation?

Hey folks, we, the TypeScript team at Microsoft, are working on our [revised handbook](#). The team has a lot of ideas and what we'd like to improve, but we also want to hear from you.

We saw a format which worked well for these [react-native-community/discussions-and-proposals](#) with a single idea per comment.

Please do reply with 1 comment per issue with your idea, resources, process, playground etc. Add tags for classification. If you have a link to an existing issue, please link it.

If you see that someone has already pitched an idea, please delete duplicates and off-topic replies. Please attach issue and leave more feedback than you can.

Please do not use this thread for discussion. If you have issues please conform to the [code of conduct](#).

Template - feel free to copy & paste

```
### [title]

[message]

Tags: `[tags]`
```

For example

Website Playground

Layers Assets Doc Page

Pages

- Index
- Doc Page
- Frame 4.1
- Frame 4

Property 'label' does not exist on type 'string'...

function printLabel(labeledObj: { msg: string })...

Try

Rectangle 10

Line 2.2

function printLabel(labeledObj: { label: string })...

Try

Rectangle 10.1

Line 2.3

function printLabel(labeledObj: { label: string })...

Introduction Our First Interface Optional Properties

On this page

- Interfaces in TypeScript: What are they and why are they important?

- Further reading from the TypeScript community

The TypeScript documentation is an open source project...

typescriptlang.org / Website

TypeScript

Get Started Reference Guides Community Playground Blog

Interfaces

How TypeScript provides shapes for objects

Introduction

One of TypeScript's core principles is that type checking focuses on the shape that values have. This is sometimes called "duck typing" or "structural subtyping". In TypeScript, interfaces fill the role of naming these types, and are a powerful way of defining contracts within your code as well as contracts with code outside of your project.

Our First Interface

The easiest way to see how interfaces work is to start with a simple example:

```
function printLabel(labeledObj: { label: string }) {
  console.log(labeledObj.label);
}

let myObj = {size: 10, label: "Size 10 Object"};
printLabel(myObj);
```

Try

```
function printLabel(labeledObj: { msg: string }) {
  console.log(labeledObj.label);
}

let myObj = {size: 10, label: "Size 10 Object"};
printLabel(myObj);
```

Property 'label' does not exist on type 'string'. Did you mean 'msg'?

Try

```
function printLabel(labeledObj: { label: string }) {
  console.log(labeledObj.label);
}

let myObj = {size: 10, label: "Size 10 Object"};
printLabel(myObj);
```

On this page

- Introduction
- Our First Interface
- Optional Properties

Inspirations

- <https://www.apoll...>
- <https://www.gasb...>
- <https://develop...>
- <https://stripe.com/>

Docs TODOs:

- Highlight it in an important way
- Twitter testar
- More CTAs?

How you are contributing to OSS?

STAGE 7 - ARCHITECTING

- **YOU ARE ENTRUSTED TO BE IN CORE DEV CHATROOMS**
- **YOU PURSUADE OTHERS VIA RFCs, ISSUES AND CHAT BUT DON'T NECESSARILY DO THE WORK**
- **YOU JOIN WORKING GROUPS**

Next Steps

STAGE 7 - ARCHITECTING

- **I DUNNO, YOU GO WORK ON PROJECTS WHICH ARE THE ENTIRE COMMUNITY SCALE?**

STAGE 7 - ARCHITECTING



There might
not be next
steps

Doing OSS

is a skill



Skills

take time

You can
do this



Slowly
escalate

You don't
have to go
all the way

@Orta