

Contributing to Open Source Projects

Contributing Agenda

Learning about a Project

Using a Project

Joining Project's Community

Becoming Contributor

Q/A

Learning about a Project

WebSite

<http://www.netbeans.org/community>

Getting the sources

`hg clone http://hg.netbeans.org/main-golden/`

Reading documentation

<http://platform.netbeans.org>

Playing with the project

download NetBeans IDE

Using a Project

Build sources

`ant build`

Running

`ant tryme -Ddebug.port=1234`

Patching

enough to build the affected module

`cd core.windows; ant clean netbeans`

Use support from some IDE

Joining Project's Community

Subscribe to mailing lists

<http://www.netbeans.org/community>

answer questions

Report bugs and patches

find issue tracking systems

learn about release cycles

insist on bugs being fixed

Become known in the community

asking questions & showing progress

Becoming Contributor

Writing Tutorials

Fixing on enhancing wiki

<http://wiki.netbeans.org>

Answering on mailing list

Spreading the Word

blogging

Engineers Contribute Code

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Building Applications

converting apps to NetBeans

building on top of Platform or IDE

no quality criteria

no release cycles

sandbox at <http://contrib.netbeans.org>

Publishing via Autoupdate

Plugin Portal: <http://plugins.netbeans.org>

publish from contrib

Engineers Contribute Code II

Fixing Bugs

there is always enough bugs

fastest way to learn about a project

fixing the right module

quality criteria

- review in issuezilla

- hunting module owner to apply the fix

not too many release cycle issues

continuous builds

<http://deadlock.netbeans.org>

DEMO

Sample bug fix

Engineers Contribute Code III

Architecture Changes

open API Review process

<http://openide.netbeans.org/tutorial/reviews/>

fast vs. standard review

need for a test case

proper documentation

<http://openide.netbeans.org/tutorial/api.html>

updating module versions

heavily influenced by schedule

What is an API?

Public vs. implementation packages

Extension points

- lookup registrations and discovery

- Layer registrations and reading

Properties and Env variables

Localization messages

Files being read

Open sockets

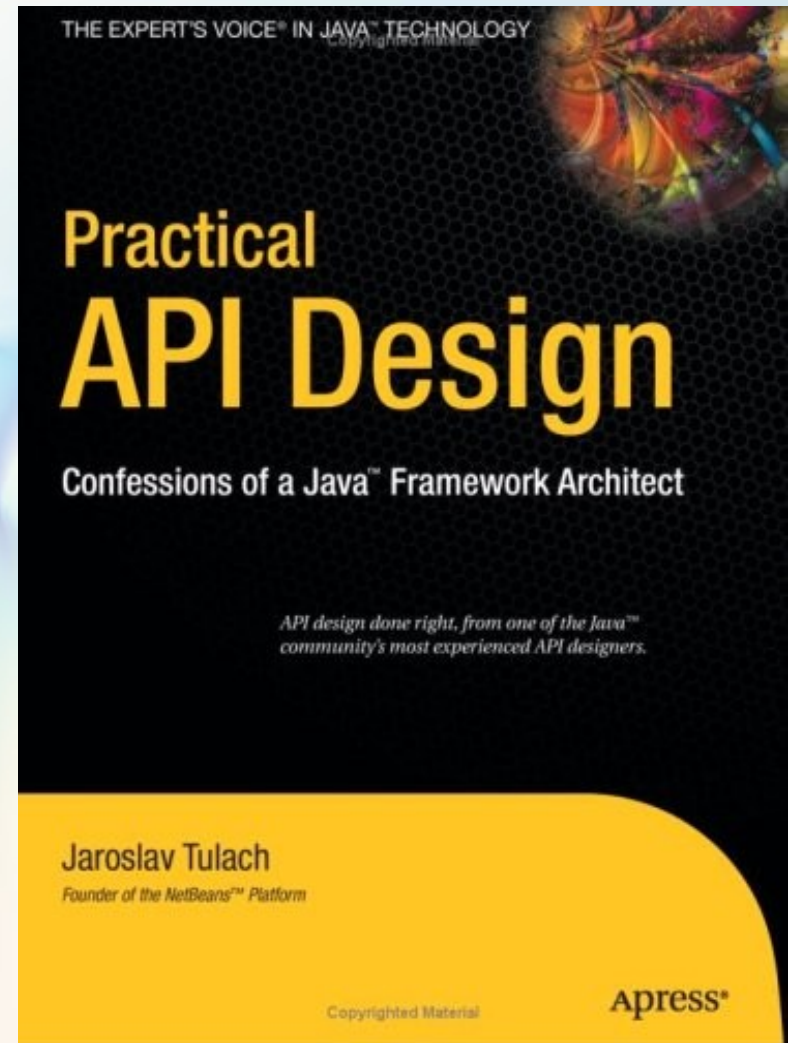
What is an API?

<http://apidesign.org>

theory

practice

process



DEMO

Suggesting an API change

Conclusion

Know your project

Engineers write code

on top

patches

architecture changes

Deal with the community

Select your Exam Project