Contributing to Open Source

A first experience

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Raise your hand if you:

- Know what open source software is
- Use open source software regularly
- Write programs using open source libraries
- Report all bugs you encounter to the developers
- Actively contribute to any open source communities

What is Open Source?
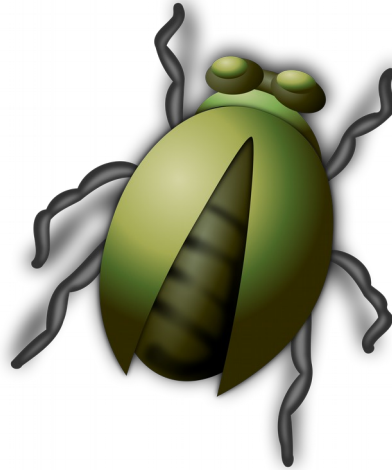
- Users are allowed to read the source code

What is Free/Libre Software?

- Users are allowed to reuse, modify, and distribute the source code

Does Open Source Always Mean Free/Libre?

- No (But the terms are often used interchangeably)

Why Open Source ?

Anyone can:
- Fix bugs
- Add Features
- Write Documentation

Why Contribute?

- Build skills
- Develop a public portfolio
- Network with other developers
- Give back to the community

How to Start Contributing to a New Project?

Contribute as you learn

1) Become a user first
2) Report bugs and request features
3) Give feedback on ease of use
4) Write documentation
5) Ask questions on IRC, Slack, mailing lists

No Coding Required

--- As you gain familiarity and experience:

6) Fix bugs and add features yourself

Tips on Finding a Good Project

- Find a project written in a language you know well
- Conversely, pick a language you want to learn
  - Make non-code contributions as you learn
- Choose a topic that interests you
  - Game dev, web dev, audio, graphics, operating systems, etc
- Look for projects that advertise beginner-friendliness
  - A google search will find you lists of these

Scenario

Contribute while learning a new language

Let's talk about Code Contributions

- Know the programming language
- Be comfortable with git
  - Or whichever source control tools the project uses
- Develop strong code literacy
  - Understand code without comments
- Learn to navigate large codebases efficiently
  - Use search tools
- Know the software licenses

Etiquette

- Be respectful
- Follow contributor guidelines and project coding standards
- Give constructive feedback

Thanks for Listening!