Success with





OSGeo Live

- Familiarize with the projects.
- Download OSGeo Live • Follow the installation 国語语画
- instructions
- Play with the projects



OSGeo Live

Answer:

- What is your interest? is number one.
- What will turn you from a novice to an authority?
- What will feel like a hobby.



Contact the project

- Register to the mailing lists.
- Read the latest news. • Mail to the developer's mailing list
- A brief description.
- Start a discussion and get feedback

BE **PROACTIVE**

Make a calendar

Calendar

- Electronically and on paper. • Adjusted to your time zone.
- Add GSoC program dates.
- Add Holiday dates in your country.

Know the project

Read

- User's documentation.
- Developer's documentation.
- Wiki Issues

Coding language

- Get familiar with the code
- Know the language? • YES: Read the code
- NO: Start learning

How to contribute

- **Practice contributing**
- Different Projects, different re pository platforms
- Contribute code fix • Contribute documentation fix.

Follow guidelines



← GSoc guidelines





Application Review

Have your proposal complete and ready.

Follow suggestions

Suggestions are for increasing the opportunity to be selected.

- Not all proposals need
- suggestions • Discuss deeply the time line and deliverables



PROPOSAL

Weekly report

Progress reports are an essential activity of project management. You are going to be active in a serious project and your actions or inactions affect the whole system.

 Add to the calendar the due dates adjusted to your time zone



Research skills

- Gather information about the proposal.
- Study your topic.
- Pseudo code your project



Infrastructure

- Install software.
- Developers software is different
- from the user's software Install the data
- Participate on project meetings.
- Set up your wiki

BONDING



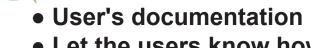
Follow the standards

Standards establishes uniformity

- Engineering. technical criteria
- Methods and processes

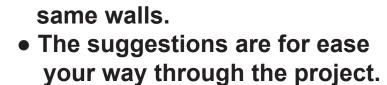
Practices





- Let the users know how to use
- your code. • Developer's documentation
- Having documentation helps when
- troubleshooting production issues.





CODING







