

# Success with

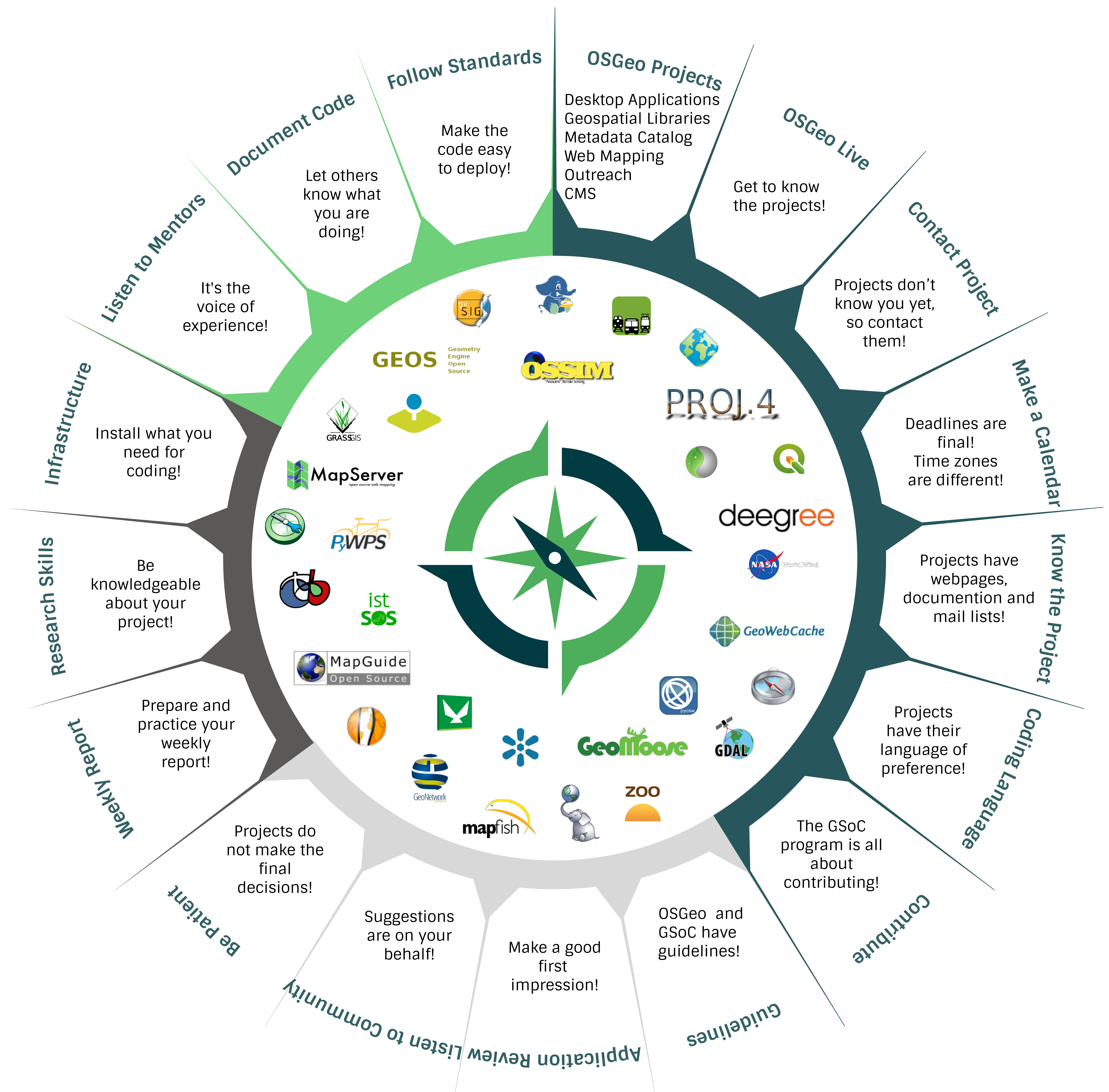


OSGeo +



Google Summer of Code

## Become an Open Source Developer



### BE PROACTIVE

#### OSGeo Projects

What is your interest?  
What will convert you from novice to authority?  
What will make you feel like a hobby?

#### OSGeo Live

Familiarize with the projects.  
Play with the projects.

#### Contact Project

Read the latest news.  
Register to mailing lists.  
E-mail a short description.  
Start a discussion.  
Get feedback.

#### Make a Calendar

Electronically or on paper.  
Adjust to your time zone.  
Add GSoC program dates.  
Add your region Holiday dates.

#### Know the Project

Read user's documentation.  
Read developer's documentation.  
Read wiki.  
Read issues.

#### Coding Language

Get familiar with the code.  
Improve your language skills.

#### Contribute

Different repository platforms.  
Practice contributing code fixes.  
Practice contributing documentation fixes.

### PROPOSAL

#### Guidelines



#### Application Review

Have complete proposal.  
OSGeo Guidelines.  
OSGeo Project Guidelines.

#### Listen to Community

Don't reinvent the wheel.  
Discuss timeline.  
Discuss deliverables.

#### Be Patient

Mentors are also waiting.

### BONDING

#### Weekly Report

Essential activity of project management.  
Your actions or inactions affects all.  
Due dates adjusted to your time zone.

#### Research Skills

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

#### Infrastructure

Install software.  
Install the data.  
Participate on project meetings.  
Set up your wiki.

### CODING

#### Listen to Mentors

Project members faced the same walls.  
Ease your way through the project.

#### Document code

Let the users know how to use your code.  
Developer's documentation.  
Helps troubleshooting.  
Helps production issues.

#### Follow standards

Uniformity on engineering.  
Uniformity on technical criteria.  
Uniformity on methods.  
Uniformity on processes.  
Uniformity on practices.