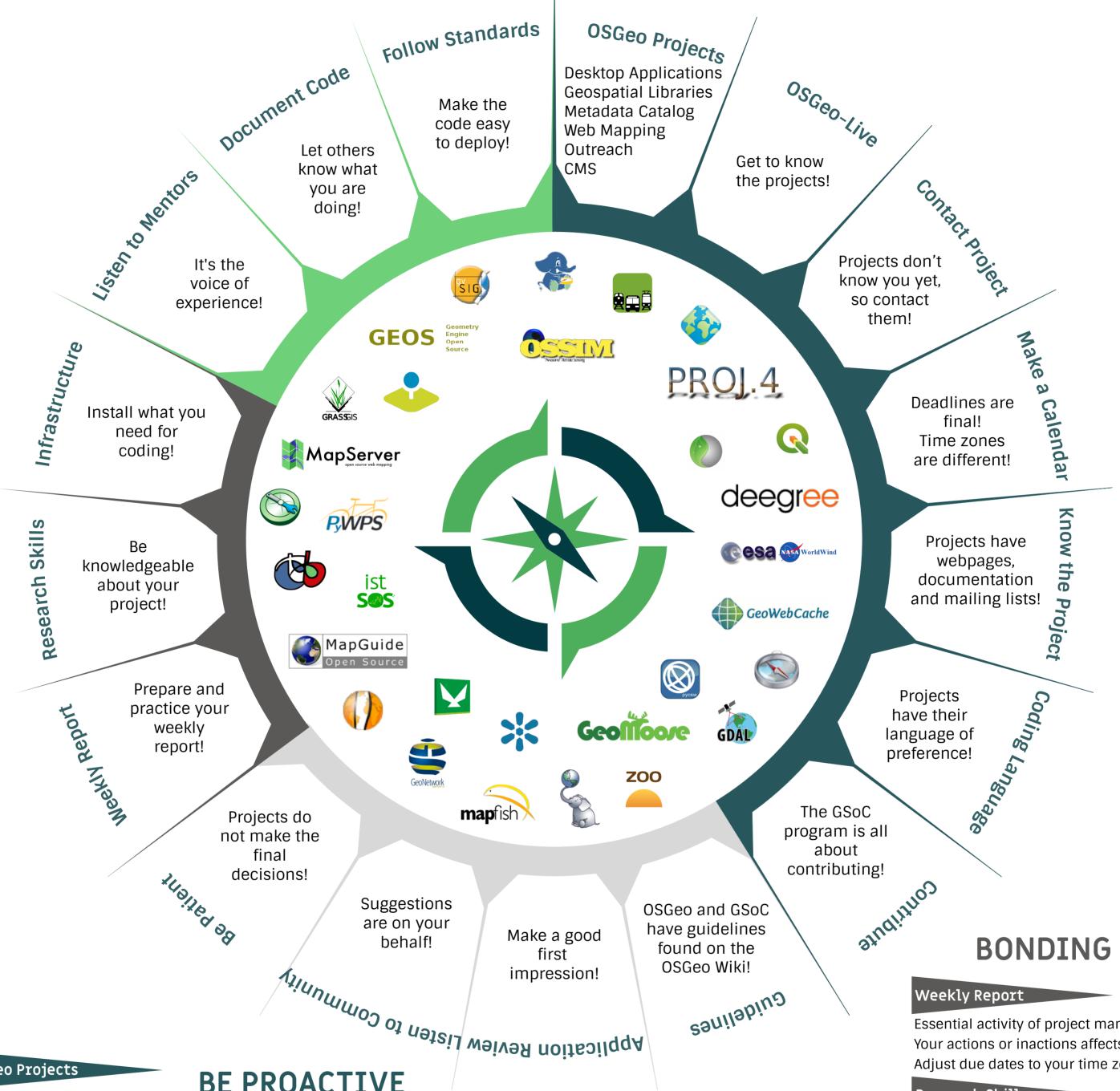
# Success with



# Become an Open Source Developer



#### **OSGeo Projects**

**BE PROACTIVE** What is your interest? What will change you from novice to expert? What will you enjoy working on?

#### OSGeo-Live

Become familiar with the projects. Read the user documentation. 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. Include your region's holidays.

### Know the Project

Read developer documentation. Read the project wiki. Read the bug tracker issues.

### **Coding Language**

Get familiar with the code. Improve your language skills.

### Contribute

Learn different repository platforms (GitHub, SVN, Gogs). Practice contributing code fixes. Practice contributing documentation fixes.

# **PROPOSAL**

# **Guidelines** OSGeo





## Listen to Communty

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

### **Application Review**

Aim for a complete proposal. OSGeo Guidelines. OSGeo project Guidelines.

#### Be Patient

Mentors are also waitiing.

### CODING

### Follow standards

Uniform engineering. Uniform technical criteria. Uniform methods. Uniform processes. Uniform practices.

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

### Research Skills

Gather information about the proposal. Study your topic. First write your code in pseudocode.

### Infrastructure

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

### 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.