

**Mozilla Dev Tools** aims to help developers understand what is happening in the background while developing web code. It does this by providing tools such as:

- **Page Inspector** to inspect your HTML text
- **Web Console** to view log and error outputs
- **JavaScript Debugger** to view your data in memory
- **Network Monitor** to view all request that your site makes and it allows you to view the header information, parameters that were sent in that request, cookies, response information, security info, and more.
- **Performance Tools** to monitor and analyze your site's performance in areas like the general responsiveness, JavaScript, and layout performance.
- **Responsive Design Mode** that allows you to see how your site will perform in different types of screens.

**There are 48 developers** working on this project and they're located all over the globe.

**The project is extremely active.** While viewing the GitHub page I tried refreshing the page a few times and some of the projects were being updated every 20 minutes to two hours or so.

**If I were to start contributing** I would first visit their Wiki page and the GitHub repository.

- **Wiki Page.** Provides the overall description of how the process works when working as a developer on the dev tools. It provides things such as:
  - names of the people already actively contributing and their roles in the project so that you can ask the appropriate person when you have a question about a specific area of the code.
  - It gives you instructions on how to track/file bugs and how to go about submitting small/large changes to the codebase.
- **GitHub Page:** Is where they host many of the dev tools project modules separately along with the dev tools core project as well.

**All documentation** is provided in an HTML format that you can either browse using your favorite browser or download it and follow their tutorial on how to compile it using gitbook. There's also a sort of road map hosted on google docs that describes their goals for each quarter in the year and who's heading that part of the project.

**Bugs/Features are tracked/requested** on Bugzilla and everyone needs to follow a strict Bugzilla etiquette, failing to do so will result in a penalty of being banned or be given a warning. Bugzilla is used to track many different areas of Firefox so there are many bug and feature requests and people are working on them very frequently.

**A List of open bugs for Firefox Developer Edition** is hosted on the following site [Firefox Developer Edition Bug List](#).

**Installation time** would probably take no more than an hour to get set up if you read the installation and setup guide before attempting it. They provide a pretty good starting point if you bother to read their Wiki.

**Developers communicate** over a devtools forum at [DevTools Forum](#), there's a mailing list at [Mailing List](#), an IRC channel at #devtools on irc.mozilla.org and they have a Slack channel. They have a team weekly meeting on Vidyo Tuesdays at 9 AM Pacific time as well.

**Some of the most interesting things I've learned** from this is how organized everything is for an FOSS project. I can see how when FOSS started there were so many people abusing the chat rooms and other communication areas. I love how to strict and clear they make their Bugzilla etiquette, It makes you feel like they really don't care for people who don't actually want to be there an contribute to the project sincerely. Everyone currently working on the project seems to actually want to be there and contribute and truly make it a great experience for everyone else which makes the environment more attractive to me. Another thing I really like about it is how they openly accept criticism but only on *things* such as code, algorithms, interfaces, things in those areas but they do **NOT** tolerate anyone abusing or criticising people which I think is great.