**The Experience of Joining the Mozilla Open Source Community and Contributing**

**to the Firefox Desktop**

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Abstract

The goal of the Software Engineering Practicum at the College of Charleston was to join an open source community, get acclimated with the code base, and contribute to the project. Our team chose to contribute to Mozilla's Firefox. This decision was made not only because Mozilla is one of the largest open source companies but also because it is one of the most commonly known amongst the general public.  To complete the project, our team became familiar with the Mozilla development environment and used Mozilla's bug tracking system, Bugzilla, in order to find bugs to fix. Once bugs were identified, we used GitHub for both our version control system to share code amongst the team as well as for documenting progress to share with the class. Finally, the bug fixes were pushed using Phabricator, which is the collaboration software used for code review and version control by Mozilla. Throughout the project we had eight bug fixes approved with fixes ranging from file conversions to logic fixes. There were two more bug fixes awaiting approval with fixes focusing on error messages and method refinement.  This project showed not only how welcoming an open source community can be, but also demonstrated the success of our team in joining an open source community, getting involved, and contributing to the source code.