

# 开源课程大作业评分依据

周明辉 2021秋《开源软件开发》

# 总则

- 本课程实践作业根据以下两个维度评分：贡献的提交和开源社区的交互
  - 贡献的提交
    - 广度：提交commit数量、commit类型（如new feature / bug fix / doc / ...）
    - 深度：贡献的重要程度（如matplotlib项目，社区人员标记为hard的issue，算作重要issue）
  - 开源社区的交互
    - 在issue讨论或pull request讨论中，与社区人员的交互情况（符合社区规范）

# 细则

- 如果贡献广度足够，如提交commit数量达三个（要求被开源社区接受）并且每个commit都具有一定工作量，或覆盖了三种commit类型，则可以拿高分；
  - 如果只做了一个贡献（要求被开源社区接受），但是贡献深度足够，如解决了一个社区人员标注为hard的issue，也可以拿高分；
  - 如果贡献广度和深度都一般，则根据情况给分；
  - 无论贡献如何，和社区交互都是必要的。
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- 注：
    - 1、如果贡献未被社区接受，但能够给出充分理由解释其贡献的质量（以及未被社区接受的合理性），不影响得分。
    - 2、社区的反馈和评价是重要的评分标准，可揭示贡献者所做的准备工作和贡献质量（评分标准归根结底取决于对社区的贡献，良好的社区交互是达此目标的必经过程）。
    - 3、如果贡献只对doc做了“简单”修改，只能获得<50%的分数（大作业）。当然，如果对doc修改提出有建设性的方案（例如自动化的批量修改），并被社区接受，可拿高分。

# 样例 - 贡献广度足够

- <https://github.com/optuna/optuna/issues>
- 完成feature、bug、document三类issue的解决

🕒 **Inferior results reported by optuna.optimize due to duplicate trials** feature  
#2915 opened 7 days ago by shaktikshri

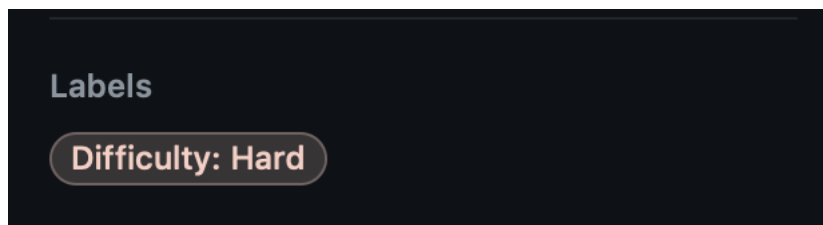
🕒 **[RFC] Can we fix the toc UI for too long item?** document  
#2914 opened 9 days ago by nzw0301

🕒 **Not able to import Optuna library - Import Error** bug  
#2874 opened 23 days ago by Avishnaredi77

# 样例 – 贡献深度足够

- 解决难度为Hard的Issue

- <https://github.com/matplotlib/matplotlib/issues/17758>

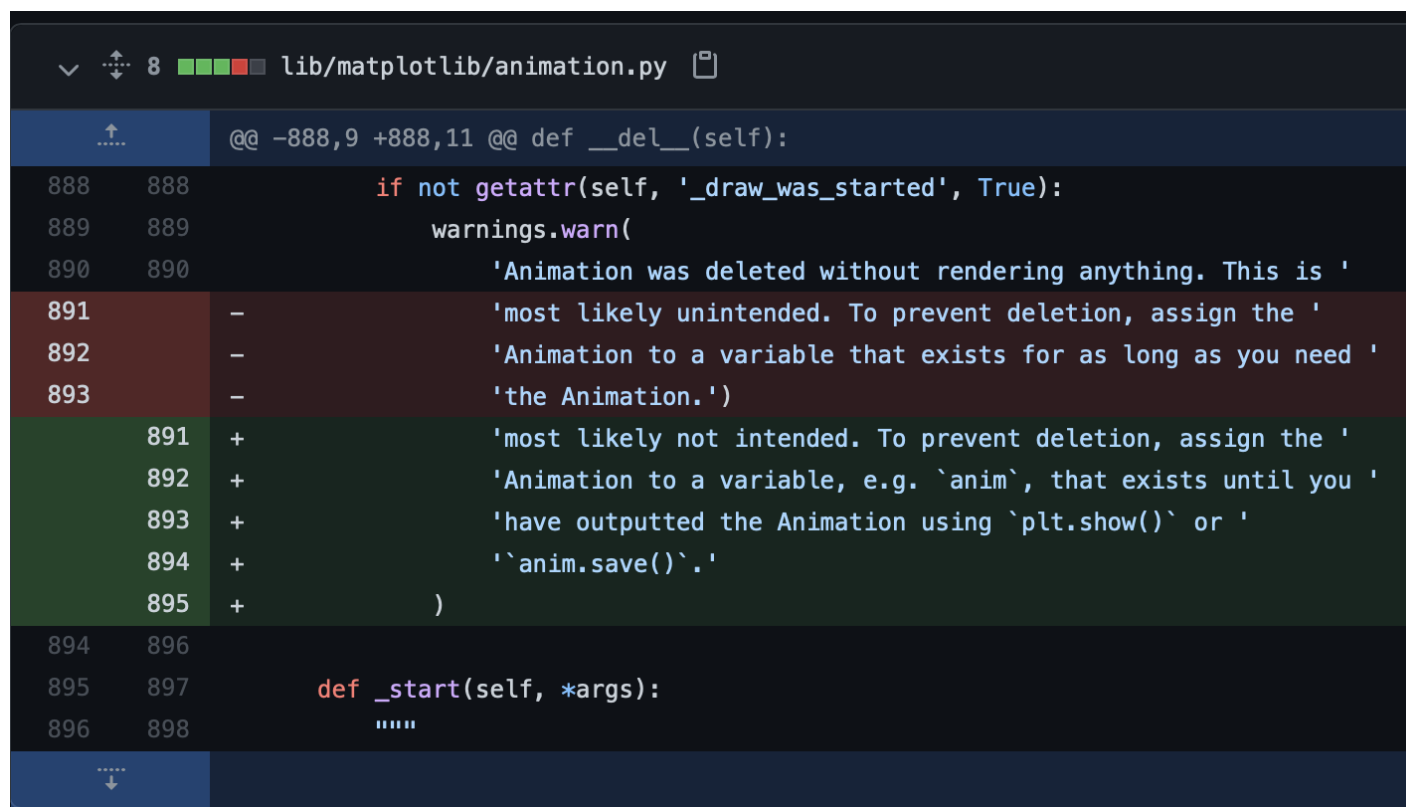


- 工作量

- 修改了四个文件，涉及到60行代码的增删
    - <https://github.com/matplotlib/matplotlib/pull/17767/files>

# 样例 - 广度和深度都一般

- <https://github.com/matplotlib/matplotlib/issues/20909>
- 若只修复类似上述issue（对documentation进行简单修改）



```
lib/matplotlib/animation.py
@@ -888,9 +888,11 @@ def __del__(self):
888 888         if not getattr(self, '_draw_was_started', True):
889 889             warnings.warn(
890 890                 'Animation was deleted without rendering anything. This is '
891 -                'most likely unintended. To prevent deletion, assign the '
892 -                'Animation to a variable that exists for as long as you need '
893 -                'the Animation.')
891 +                'most likely not intended. To prevent deletion, assign the '
892 +                'Animation to a variable, e.g. `anim`, that exists until you '
893 +                'have outputted the Animation using `plt.show()` or '
894 +                '`anim.save()`.'
895 +            )
894 896
895 897     def _start(self, *args):
896 898         .....
```

# 和开源社区的交互protocol

- Do your homework before asking questions
- 按照社区规范跟社区交互
- 简洁高效愉悦的互动有bonus
- 避免给社区带来困扰
- 被社区投诉和抱怨者有减分

Add xege/20.08 #5976

Merged

conan-center-bot merged 17 commits into [conan-io:master](#) from [Guyutongxue:master](#) on 21 Jun

Conversation 36

Commits 17

Checks 0

Files changed 7



Guyutongxue commented on 18 Jun

Contributor



Specify library name and version: `xege/20.08`

`xege`, or Easy Graphics Engine (EGE), is a graphics library in Windows. It implements most of the features of [BGI](#). The reason this library was created is that some areas (China, India, etc.) still widely use BGI-like graphics libraries in education, but BGI has been eliminated. This library will be helpful for them.

I'm not the author of this library (the main authors of it are [@misakamm](#) and [@wysaid](#)). But I'd like to use this library in some projects which I prefer Conan as a package manager.

*I've tested this package under Windows with MSVC and MinGW-w64.*

- ☒ I've read the [guidelines](#) for contributing.
- ☒ I've followed the [PEP8](#) style guides for Python code in the recipes.
- ☒ I've used the [latest](#) Conan client version.
- ☒ I've tried at least one configuration locally with the [conan-center hook](#) activated.