Free/Libre and Open Source Software How to get started?

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Why contributing to F.L.O.S.S?

- Help improving the software that **you're using**.
- Help others.
- Gain experience:
 - Coding
 - Writing
 - ▶ Team Working
 - Designing
- Get Paid

"How do I get started in contributing?"

based on my own experience

"What can I do?"

What kind of contributions can you make?

• Code

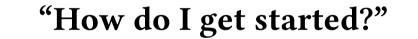
"Code is only one part of open source."

By Pratham Patel, posted on *IT'S FOSS*. https://itsfoss.com/hacktoberfest-guide/

What kind of contributions can you make?

- Code
- Test
- Translate
- Support
- Document
- Promote
- Design

Contribute - Participate - Mozilla Thunderbird Project Website https://www.thunderbird.net/en-US/participate/



1. Know the project.

Know the project

Ideally, you should be familiar with the project you want to contribute to before you start contributing. (You are using the software.)

What you can do:

- Read the **README** file.

 Usually, the README file contains information about the project, the purpose/goal of the project, and how to get started with the project.
- Join the project's **mailing list** or **chat room** (if there is one), and talk to the maintainers and other users.
- Take a look at the project's **LICENSE**.

 The license tells you what you can and cannot do with the project's code (and/or other works).

 Does the license align with your values? Do you want your work to be put under that license?

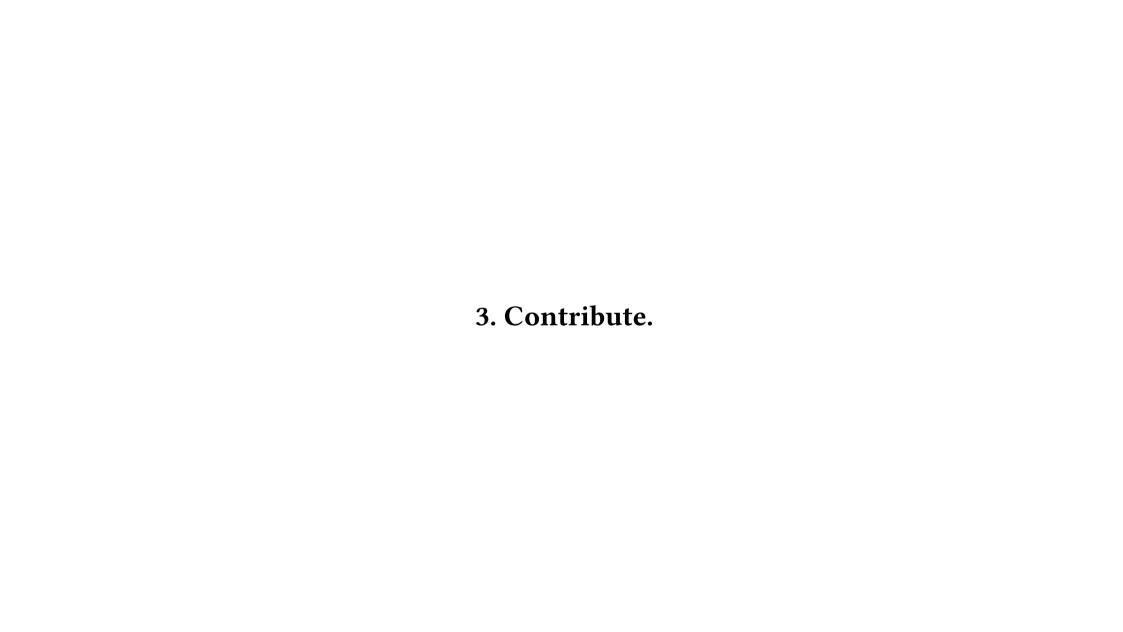
2. Get to know how to contribute.

Get to know how to contribute

Is it very *important* to know the contribute guidelines of the project you want to contribute to.

What you can do:

- Read the CONTRIBUTING file.
 Usually, the CONTRIBUTING file contains information about how to contribute to the project.
 e.g. how to report a bug (info you need to submit, format to follow, etc.), how to configure your development environment, the project code style, how to submit a patch, who to reach out if you need help, etc.
- Read the project's code of conduct.
 It is sometimes included in the CONTRIBUTING file, or it may be a separate file.
 The code of conduct contains the rules you need to follow when you are being a part of the community of the project. Not following the code of conduct can lead to some serious consequences.
- Peek at *past contributions* and source codes.



- Get the beta (testing) version of the software, and test it. If you find an issue, report it.
- Translate the software or its documentation to your language.
- Find an issue (bug report, feature request, or generally a task to work on) and work on it.
 - ▶ This can be code related, or not code related (e.g. documentation, design, etc.).
 - Fine a small-sized issue (or tagged with beginner, good-first-issue, etc.) to start with. This will help you get familiar with the project's existing works and the contribution process.
- Talk to the maintainers and other contributors.

 They can help you get started, helping you choose something to work on.

"Where do I get started?"

Like I said, ideally you should contribute to a software/library that you are using.

However, if you don't have a specific project in mind, here are some places you can look at:

- The awesome-for-beginners repository on GitHub, which has a list of projects that are beginner-friendly.
- Events like Hacktoberfest, which encourages people to contribute to open source projects. There will be projects that accepts hacktoberfest contributions, and by contributing to them, you can get some swags/merchandise.

Good Luck, Have Fun!





