

# How be a Forrest developer

0.1

*This How-To provides some tips and procedures for being a Forrest developer.*

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## 1. Intended Audience

People who are ready to go beyond the basics of using Forrest. This might be to utilise Forrest for your advanced needs, debugging, creating a new plugin, enhancing an existing plugin, enhancing the core capabilities, contributing such enhancements back to the Apache Forrest project, etc. In all cases, this is what we mean by "developer".

Actually, users will also find that some parts of this document are useful. For example, the section about debugging.

## 2. Purpose

This How-To provides some tips and procedures for being a Forrest developer.

## 3. Prerequisites

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## 4. Steps

Here is how to proceed.

### 4.1. Step-1

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### 4.2. Step-2

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## 5. Extension

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## 6. Frequently Asked Questions

### 6.1. 1 General issues

#### 6.1.1. 1.1 FAQ 1

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### 6.2. 2 Style issues

### 6.2.1. 2.1 FAQ 2.1

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## 7. Tips

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This is a collection of general tips that do not fit in the sections above.

### 7.1. Tip 1

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## 8. References

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These are some other documents that are useful for developers.

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