

Argotic Syndication Framework Contributors Guide



Welcome to the team! This guide is provided to new contributors to get them up to speed quickly on what the goals of the project are and how they can begin contributing to the project. There is always a need for contributors in a wide range of roles and skill levels.

Project Description

The *Argotic Syndication Framework* is a Microsoft .NET class library framework that enables developers to easily consume and/or generate syndicated content from within their own applications. The framework makes the reading and writing syndicated content in common formats such as RSS, Atom, and OPML very easy while still remaining extensible enough to support common/custom extensions to the syndication publishing formats. The framework includes out-of-the-box implementations of the most commonly used syndication extensions, network clients for sending and receiving peer-to-peer notification protocol messages; as well as HTTP handlers, modules, services and controls that provide rich syndication functionality to ASP.NET developers.

Project Goals

As more and more content is syndicated online using standard formats like RSS, Atom, OPML, etc. there is a growing need to provide better tools that simplify the consumption and generation of syndicated content. The overall goal of this project is to provide a framework of class libraries that enable .NET developers to easily implement web content syndication technologies within their applications. The framework aims to provide conceptual model that can be easily programmed against, allowing developers to focus on solving their domain specific problems and not have to worry about the complexities involved in consuming and generating syndicated content.

Contributor Roles

Whether you want to write code, debug and fix reported issues, write unit tests, or just help create help or Wiki documentation; there is a place for you on the team. If you have a particular area of interest or skill set, just let us know how you want to contribute. The team however defines the following contributor roles in order to help better organize our development efforts:

1) *Software Engineering*

- a) Responsible for implementing new features and/or resolving reported issues by modifying the project codebase as necessary.
- b) Design and implement applications that demonstrate project utilization best practices.

2) *Quality Assurance*

- a) Responsible for designing and implementing unit tests to ensure project codebase performs as expected.
- b) Executes test cases and unit tests at regular intervals to ensure any changes that have been made to the project source code have not created unexpected issues.
- c) Performs ad-hoc testing of project API to ensure project meets user expectations.

3) *Architecture*

- a) Helps guide the direction of the project by analyzing user feedback and developments in content syndication.
- b) Provides design recommendations based on current industry patterns and practices.

4) *Documenters*

- a) The breadth and depth of the framework can be daunting to new users. Documenters provide both online Wiki documentation and compiled help documentation to guide users as to how to quickly utilize the framework within their applications.
- b) Responsible for creating and maintaining online Wiki tutorials.
- c) Responsible for maintaining compiled help documentation that is generated by editing the XML code comments in the framework classes and entities.
- d) Provides code examples in multiple programming languages in order to reach a wide range of developers.

5) *Community Evangelist*

- a) Evangelizes the project by informing the development community about the features and solutions that can be developed by utilizing the framework.
- b) Demonstrates the projects potential through communication mediums such as blogs, podcasts, etc.

Contributors are not expected to fulfill just one role, and typically you may find you want to do work that encompasses multiple roles. The idea is to enjoy contributing to the project in a way that suits your personal style while still helping to deliver project milestones.

Familiarizing Yourself with the Project

1) *Setup the project solution on your machine*

- a) The project is a *Visual Studio 2008* solution written in C#. If you do not already own a copy of Visual Studio 2008, there are free express editions available at <http://www.microsoft.com/express/product/default.aspx>.
- b) Get the latest version of the project solution from <http://www.codeplex.com/Argotic/SourceControl/ListDownloadableCommits.aspx>. You can connect to the source control server using a variety of clients, and directions are provided on the project source page.

2) *Take a brief tour of the project*

- a) Overview of the project features is available at <http://shrinkster.com/vo8>.
- b) Introduction to the physical and logical layout of the framework is available at <http://shrinkster.com/vo9>.

- c) Overview of the core classes that users typically will use in their applications is available at <http://shrinkster.com/voa>.
- 3) *Try building an application using the basic tutorial code samples*
 - a) Consuming an RSS feed: <http://shrinkster.com/vob>
 - b) Generating an RSS feed: <http://shrinkster.com/voc>
- 4) *Review the current project features and issues*
 - a) Issue Tracker is at: <http://www.codeplex.com/Argotic/WorkItem/AdvancedList.aspx>

Introduce Yourself to the Team

- 1) There is a private discussion channel for team members at <http://www.codeplex.com/Argotic/Thread/List.aspx?TagName=private>. This is where project guidelines and resources are posted.
- 2) I have found that the Skype instant messaging and voice-over-IP client (available at <http://www.skype.com/>) is a good way to stay in touch and ask questions. The project coordinators Skype Name is **kuhnbr**.
- 3) Send an email to the project coordinator at oppositional@gmail.com, and provide your CodePlex name, name and contact details, and any role(s) or features you are interested in working on. This will help us maintain a team roster and allows the coordinator to send emails to the team when necessary.

Contributors should always feel free to ask questions, provide feedback or constructive criticism, or make suggestions. We appreciate that you have decided to help support this project.