

The Commuters Present: DELIVERABLE # 1

The Chosen Project: SugarLabs

<http://www.sugarlabs.org/>



Description of SugarLabs:

“The award-winning Sugar Learning Platform promotes collaborative learning through Sugar Activities that encourage critical thinking, the heart of a quality education. Designed from the ground up especially for children, Sugar offers an alternative to traditional “office-desktop” software.” - *SugarLabs website*

SugarLabs is the company behind the Sugar operating system, an open source OS designed for and used by the One Laptop per Child campaign. The system is written in Python and is based on the Fedora distribution of Linux. Applications and software inside the Sugar OS are called Sugar Activities, or Activities. These range in complexity from a simple 4 function calculator, to spreadsheet managers, full games, educational programs, and more. As far as testing goes, each activity, as well as the OS itself, has its own tests that can be run as a suite or separately.

Our Experience Thus Far:

Building an image with a working installation of Sugar has actually been fairly easy. The website is very kind in providing not only all of the source code, but even pre-installed Virtual Box builds to download. However, since we were looking to develop/test for Sugar, we had to use the only slightly more complicated developer’s build. There was a site set up and a simple tutorial for that as well. They have been more than cordial with helping people get involved in their project. After building the image, we’ve

found and run the external tests that they had for the Operating System itself. Because we were working on the stable build (not the most recent one) of Sugar, the tests ran without error. We know from research that there are more tests available externally for both the OS and the apps in the OS. We are still looking into both of these areas to determine where we may want to put our efforts into writing our own test cases.

Thoughts on Future Progress:

As a group we still need to narrow down and choose an aspect of Sugar or the OS itself to create test cases for. This will be our next step. Working with the materials provided by SugarLabs will help us navigate the code quickly, as there is a large and growing larger still wiki for the OS itself and the activities that SugarLabs has approved for use. With the forums, documented source code, and wiki at our disposal, the work we do on Sugar should be smooth and slightly less headache-ridden than what some of the other groups have had to go through already. While the four of us are at least familiar with Python, this project will require us to break into some potentially dusty parts of our minds and brush up on the material. We do not see this as being altogether difficult or our lack of recent experience too terribly detrimental.