Become a part of something bigger Join the OSS Community

Bruno Georges
Director, Software Engineering
Red Hat Middleware

안녕하세요. 반갑습니다

A bit of history...



- Richard Stallman
 - 1977 Added a feature to Xerox printer software



- 1980 Unable to change Xerox printer source
- 1983/5 GNU / Free software foundation

Definition

- Open source software grants the rights to:
 - Modify source code (study/view...)
 - Copy
 - Redistribute as long as license terms are kept
 - Original version
 - Modified copies
- Open-source software is very often developed in a public, collaborative manner.

Why is it good?

- Fix bugs no need to wait for others
- Enhance it (add features)
- Reuse it no need to "invent the wheel"
- Transparency know your application
- More people involved
 - better tested
 - better code quality
 - less bugs

Community

- Usually done in communities
 - Very global in nature
- Communities
 - Formed around a common purpose.
 - Sharing ideas and work
 - Meritocracy = best ideas win
 - Transparency wiki/mailing list/irc

Who can participate?

- Anyone!
- Classic model Individuals
- Recent trend Companies

Companies participation

- Integration with companies' products
- Charge for consulting/customer support
- Reuse open source products
- (must follow license terms)
- Report bugs/send patches

Benefits for contributors

- Write code that is used by more people
- Get personal credit
- Great way to learn a new language/framework
- Global collaboration

The downside

- No merge rights
- Longer review cycle / feature design
- Might be different/strict code policies
- Sometimes consensus is impossible and projects fork.

A closer look inside

Typical project structure

- Landing page
 - See: okd.io, vertx.io
- Documentation
- Community page
 - See commons.openshift.org, vertx.io/community
- Source code, Continuous Integration, Issue Tracker
 - See https://github.com/vert-x3

Roles

Contributor

- Anyone can contribute
 - Asking a question
 - Reply to a question
 - Request a feature
 - Sharing an idea
 - Reporting a bug
 - Adding/updating documentation
 - Sending a bug fix

Code reviewer

- Reviewers (code)
 - Review code contributions
 - Provide feedback (ack / nack / score if possible)
 - It is highly recommended to set a review policy

Commiter

- Has the permission to commit/push code changes
- In most cases technical only
- May be done automatically (Gerrit, Pull Requests)

Maintainer

- Well acquainted with the project/code
- Understands the project architecture
- Commit patches (sometimes)
- Build the releases for distribution
- Different projects different models!
 - Single vs. multiple maintainers

Bug wrangler

- Scrub existing bugs
- Look for bugs in known places (public reports/ security)
- Check labels
 - Help Wanted example
 - First Contribution, Quick Win....

How do I get a role?

- Contributor Just do it!
- Bug wranglers Simply volunteer
- Reviewers git clone, register if needed
- Committer Merit based, vote might be needed
- Maintainer Merit based, vote needed
- Roles and eligibility depend on the project governance

Defining a Healthy Community

- Many contributors and users
- Diversity!
- Users help other users
- Active participation (discussions, conferences)
- More contributions
- More installations



Tools

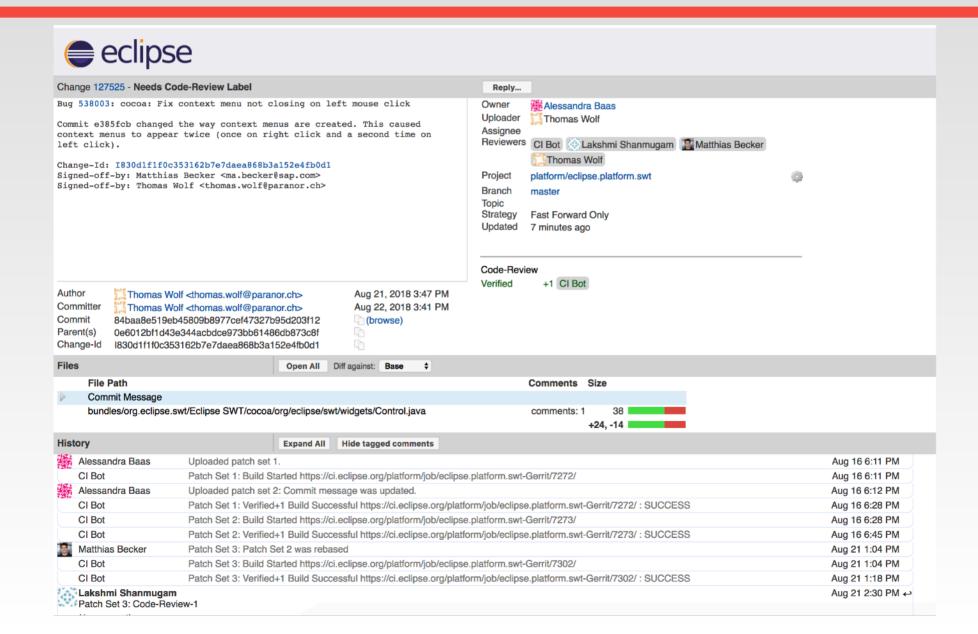
Communication

- IRC, Slack channels, Gitter, Trello, ...
- Mailing lists, Google Groups
- Forums
- Issue trackers (Github issues), Jira
- Social media

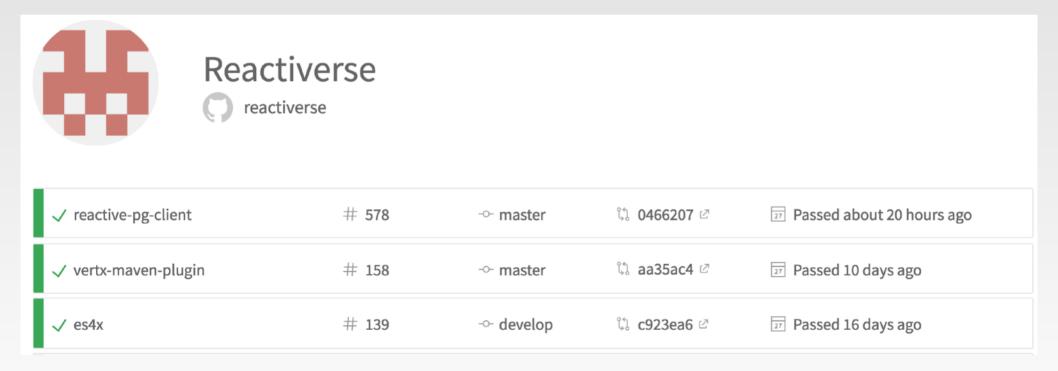
Dev tools

- Git/Mercurial/SVN etc.
- Gerrit
- Travis/Jenkins
- Github/Bitbucket/GitLab
- Github Issues/Bugzilla/Jira, etc.

Gerrit example



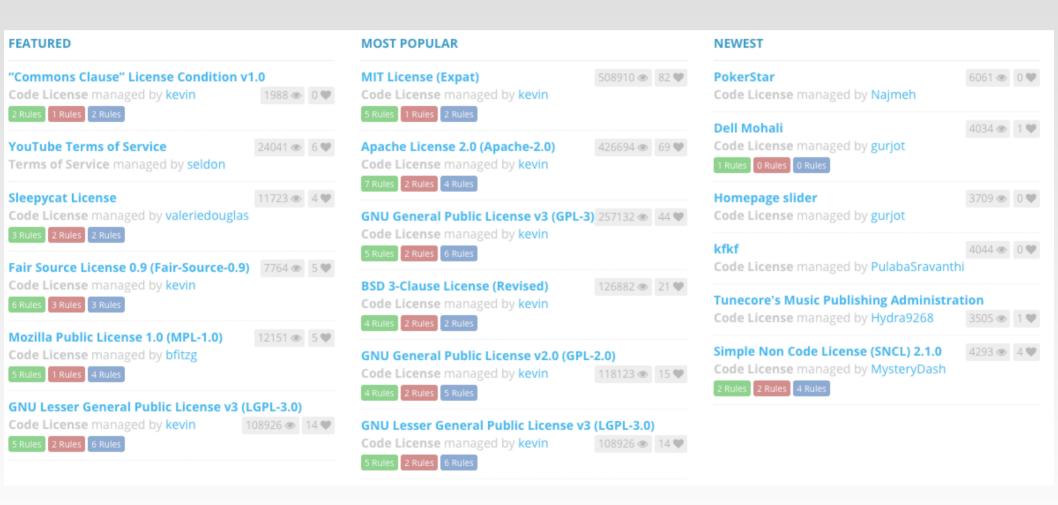
Continuous Integration (CI)



Licences

- Be aware of license issues
 - Not all Open Source Licenses are equivalent
 - Not all Open Source Licenses are compatible
 - https://tldrlegal.com/
- Example
 - A project using an Apache license cannot use a library released under GPL
- Tools
 - https://www.fossology.org

Licenses Example



Processes and workflow

Development cycle & Patches

- Different projects different process
- The basic concepts are the same
 - Anyone can send a patch
 - Patches that introduce new feature or new concepts are usually discussed on a mailing list
 - Patch submission should adhere to the project standards
 - Code review process
 - Ack/Nack
 - Commit

Code contribution standards

- Formatting
- Conventions
- Patch size
- Patch scope
- Documentation
- Unit tests
- Patch expiration date
- Signed-off

Feature design

- Create a draft of the feature
 - Wiki feature page
 - Blueprint
 - eMail
- Notify the mailing list, ask for opinions
- Have a discussion
 - Consensus may be needed
 - Start sending patches

Feature page example

Vert.x 4.0

- Vert.x 4 modernizes a few important aspects of Vert.x 3 and breaking changes can be expected
- · Breaking changes should be kept minimal and used when it is necessary
- · 3.6 users will have an easy and documented migration path

4.0 main themes

- dual asynchronous programming model CompletionStage / callback
- · split package removal
- · focus on backend clients usability and offering

CompletionStage support

The asynchronous programming model will evolve to support CompletionStage in addition of the callback approach. It is a fundamental change for users and thus the callback model will remain (in addition a portion of our users are fine with callbacks according to a survey).

Asynchronous methods are overloaded with a CompletionStage variant:

```
Future<T> asyncMethod(String s);
void asyncMethod(String s, Handler<AsyncResult<T>>);
```

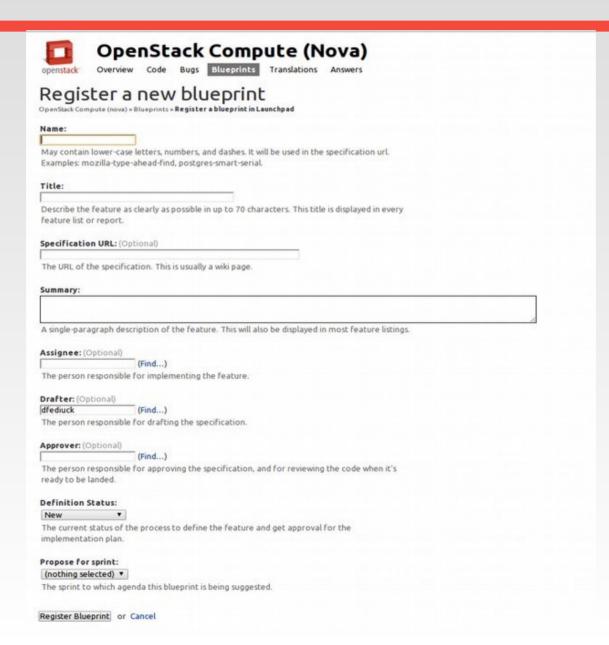
Most Vert.x asynchronous methods can be migrated to this. There are a few edge cases to care about:

- EventBus#send(String, Object) and EventBus#send(String, Object, Handler<AsyncResult<Message>>) don't have the same semantic
- HttpClient methods are Handler based and not Handler<AsyncResult> based

Composing a resolved future should trampoline on the event loop instead of doing a direct execution, in order to provide a non racy model that people can reason about.

Polyglot is affected since the new programming model needs to be translated into other languages.

Blueprint example



How to become a contributor

Process

- Find a project
- Start using it, build example
 - Propose documentation improvements
 - Propose examples
 - Start interacting with the community
- Look at the issue tracker
 - Pick an issue and try to propose a fix
 - Ask for help and feedback



CentOS Project

A solid, predictable base to build upon, with extensive resources to build, test, release, and maintain code.

⊕ Website | ♠ Repo



Eclipse Vert.X

A tool kit for building reactive applications on the JVM.



Gluster

A free and open source software scalable network filesystem.



OpenShift Origin

Enterprise Kubernetes for Developers.



Pulp

A platform for managing repositories of software packages and making it available to a large numbers of consumers.

₩ebsite Repo



WildFly

A flexible, lightweight, managed application runtime that helps you build amazing applications.

₩ Website Repo

All projects

Search by project name...

SEARCH

Categories

-- Filter by category --

▼ |

A few more things

- Ask questions
 - Don't expect synchronous answers
- Follow project conventions
 - Code style, Processes
 - Check contribution guide
- Don't give up if your first attempt does not go through
 - Ask for feedback

Legal

- Depending on your country, you may need to ask your company for permissions
 - Contributions can be seen as a donation
 - Ownership transfer

- Software foundations have a form to sign before the first contribution:
 - CLA https://www.eclipse.org/legal/ECA.php

Summary

It's all around us



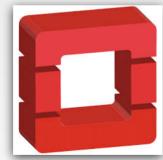
Famous examples

- Linux
- Mozilla- Firefox, Thunderbird, ...
- Jenkins
- Eclipse
- Git
- PostgreSQL
- · Apache- Hadoop, Tomcat, Commons, ...

What's .Next ? Going Mainstream!



























MS Embraces OSS



고맙습니다. 다음에 또 만나요.

More Questions: bruno@redhat.com