

What I learned – Open Source Phase – Week 2

This week we started to work on our chosen open source projects, as I mentioned on week 1 essay, I had commented in 3 issue from 3 different projects, although by then only one had answered me. Through this week I had left a comment in 3 more projects which I will leave the links at the end. Although I have only received one more answer from a project called wger, this was on Friday.

Through the week I mainly worked on the issue from js-beautify, although I am going to explain more about below, I wanted to say I chose this issue because it was said to be in JavaScript as it is my main stack, but at the end the project runs the test in Python and JavaScript. This meant that everything I do in a JavaScript file I had to make the same changes in Python, for my luck my secondary stack is Python, so this turn out to be a perfect project for me. At the end I end up working with my two stacks in a single issue.

Working throughout the week I found out something about myself that in the last phase my teammates pointed out. What I found out is that frequently, whenever I get a blocker or I don't know how to solve something, I ask people, which at the end is good. The thing is that at the moment that I am asking things, I suddenly get the answer or in the meantime before I get an answer, which happened a lot this week whenever I asked the community from the project, I keep thinking about the problem and I end up solving it in my own way the problem. This remind me at the time when we were doing lighting talks and another academy intern talk about Rubber ducks, which at the time I thought of them to be useless, but now in some way I use people as my "rubber duck".

I am going to add some point we were asked to give in our weekly assignment:

- These are the links to the issues I have commented on:
 - [beautify](#) (Being reviewed)
 - [cleave.js](#)
 - [Brave Browser](#)
 - [wger](#) (working on it)
 - [mavis](#)
 - [numba](#)
- This week I worked on the js-beautify issue, the problem was that when somebody wrote a literal followed by a tagged literal, the library couldn't format it correctly. The issue happened in this type of examples which the output would be:
 - `fn'something' -> fn 'something'`
 - `fn()'something' -> fn()\n'something'`This is what happened, but what should happen (the correct output) would be:
 - `fn'something' -> fn'something'`
 - `fn()'something' -> fn()'something'`

Although the problem seemed easy, I had to research what are the cases when you use tagged literals (for this I had help from my mentor as well), as well I had to understand how the js-beautify library works, because I had to use the same format and variables they use, for this I solved through trial and error and some help from the community. The same changes I did for a JS file I made them too for a Python file, apart from these changes I created tests which without noticing I used TDD, because I created the tests before actually changing something, so at the beginning I already had an error, but then I solved the test.

After this I would refactor the code into the format the project would suggest me, for this they used Azur DevOps and Codeclimate.

Almost at the time I finished working on the js-beautify project I got an answer from the wger project, the issue consists in displaying a conversion from kcal to kJ from a value shown. So far, I've been setting the environment to run the project, although I had some problems because it requires a Linux system to be run it, and for this I had to download WSL and then Ubuntu. I have already download everything, but I am getting few error while trying to run it, so right now I am trying to solve these, before I edit a file in the project.

- Some positive and negatives results were:
 - Positive: I learned how to contribute in an OS project, this I see it positive because it makes see that some things which I seemed hard or not possible for me, if I concentrate in doing them I can do them, and not just me, anyone can do them. Although my contribution hasn't been merged, it should be merged soon because the person that was checking my contribution said it was pretty much all correct, and it is exciting that soon I could be someone who contributed in an OS project.
 - Negative: I think I took too long to resolve the issue, I could have understand better how everything works, but because it was my first I didn't understand the entire process that is behind contributing a OS project.