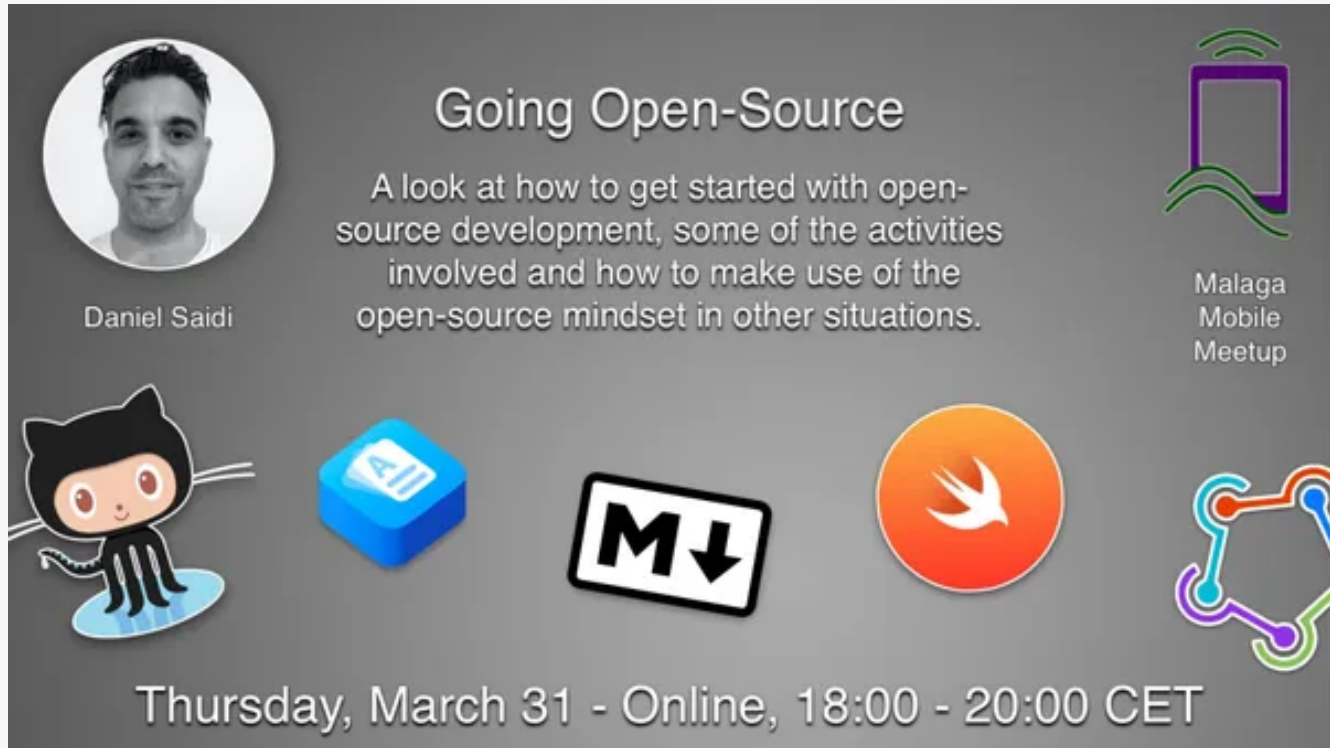


Going Open-Source

Hosted By
Adrian T.



Details

Agenda:
18:00 Welcome

18:15 Presentation by Daniel Saidi

19:00 Chat with host

19:30 Q&A with participants

20:00 Farewell

Abstract:

Some of the best software in the world is created in the open, maintained by people who join in their effort to solve problems and share their work with the world. Open-source software comes in all shapes and sizes, from operating systems like Linux and Android, programming languages like Swift and crucial tools like cURL, to tiny hobby projects only used by a handful of people.

Regardless of your ambitions, the first steps on your open-source journey can be scary. How do you start? Where do you put the code? How are people going to add it to their projects? And what about pull requests? Don't worry, this talk has you covered!

In this talk, we'll look at how to get started with open-source, when a good opportunity to do so may be and things you should consider when doing so. We'll look at how to set up a new package with the Swift Package Manager, write documentation in DocC, automate things with Fastlane etc. We will also discuss how having an open-source oriented mindset can help you out in other situations as well, such as when maintaining software shared between teams in an organization.

The talk will focus on Swift, Xcode and GitHub, but most topics are universal.

Bio:

I am a music-loving system developer who lives in Stockholm, Sweden, where I work as a freelancer with focus on the Apple ecosystem.

I started my professional career as a .NET developer and spend my first years building backend, web apps and apis. My early experiences with Windows Mobile, low-memory PDAs and custom mobile data libraries in 2005 left me wishing for a brighter mobile future, which turned out wasn't too far away.

After the iPhone was unleashed, I gradually started switching over from HP laptops, Visual Studio and .NET to MacBooks, Xcode and Objective-C. I've been to WWDC twice and was lucky enough to time the release of Swift and SwiftUI, which I adopted from day one. The mobile future keeps looking even brighter!

I am a father to two tween daughters, which in combination with a wife and grown up stuff like shaving and playing Elden Ring makes it hard to find time to work on my various side projects. I try to do my best, though. You can find some of my apps on the App Store, and some open-source stuff on GitHub.

Website: <https://danielsaidi.com>

Twitter: <https://twitter.com/danielsaidi>

GitHub: <https://github.com/danielsaidi>

...and if you like metal, please listen a million times to my latest album:
<https://open.spotify.com/album/0Jo8yjBhVAvz2OfporE5zK?si=3478bbead51d49d7>

Online session:

This will be an online session hosted in the Discord platform. Please, kindly create an account, if you haven't done so yet. The link will be active 15 minutes before the session.

- Open Source Mobile Development Software Development iOS Development

Software Engineering

Attendees (25)

Manage


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Photos (1)





[See all](#)



Going Open-Source

A look at how to get started with open-source development, control of this website, hosting, and how to foster a part in the open-source movement in other situations.


Daniel Stern

Thursday, March 31 - Online - 18:00 - 20:00

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Comments



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THU, MAR 31 · 6:00 PM CEST

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