Slash Rubrics mapping to Linux Kernel Practices

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ABSTRACT

Slash is a command line tool that scrapes the most popular ecommerce websites to get the best deals on the searched items across these websites. E-commerce market has prompted cutthroat competition amongst dealers, which is discernible through the price patterns for products of major market players. Price cuts are somewhat of a norm now and getting the best deal for your money can sometimes be a hassle (even while online shopping). This is what Slash aims to reduce by giving you an easy to use, all in one place solution for finding the best deals for your products that major market dealers have to offer!

1 SHORT RELEASE CYCLES

Shorter release cycles effectively ensure less frustration for the user and the developer alike. It reduces the chances of merging and pushing inefficient and unstable code as shorter cycles ensure regular testing and up-date knowledge of the system architecture. This method also helps to bring fast and positive changes which result in the end user being satisfied. For these reasons, we integrate new code in short cycles.

The following rubrics can be mapped to this practice

Rubric	Evidence
Number of commits	https://github.com/vishnuchalla/
	slash/pulse
Number of commits: by different	https://github.com/vishnuchalla/
people	slash/pulse
Issues reports: there are many	https://github.com/vishnuchalla/
	slash/issues
Issues are being closed	https://github.com/vishnuchalla/
5	slash/issues
Tests that can be run after your	https://github.com/vishnuchalla/
software has been built or de-	slash/actions
ployed to show whether the build	,
or deployment has been success-	
ful	
Automated test suite for your	https://github.com/vishnuchalla/
software	slash/tree/main/tests
Framework to periodically (e.g.	https://github.com/vishnuchalla/
nightly) run your tests on the lat-	slash/actions
est version of the source code	
Using continuous integration, au-	https://github.com/vishnuchalla/
tomatically running tests when-	slash/actions/workflows/
ever changes are made to your	workflow.yml
source code	
Test cases are routinely executed	https://github.com/vishnuchalla/
,	slash/actions/workflows/
	python-app.yml

2 DISTRIBUTED DEVELOPMENT MODEL

A distributed Development model is the best way to develop any software. Sharing different functionalities of the software to different individuals, based on their familiarity with the area ensures seamless code review and integration with very minimal chances of blow-up. For this reason, Distributed Development Model has been followed.

The following rubrics can be mapped to this practice

Rubric	Evidence
workload is spread over the	https://github.com/vishnuchalla/
whole team	slash/graphs/contributors
evidence that the whole team is	https://github.com/vishnuchalla/
using the same tools	slash/search?l=python
E-mails to our support e-mail ad-	we all have the access credentials
dress are received by more than	to the support email
one person	
Listing the important partners	https://github.com/vishnuchalla/
and collaborators on our website	slash/actions/workflows/
	workflow.yml
Do you have a contributions pol-	https://github.com/
icy	vishnuchalla/slash/blob/main/
	CONTRIBUTING.md
Is your contributions' policy pub-	https://github.com/
licly available?	vishnuchalla/slash/blob/main/
	CONTRIBUTING.md
Evidence that the members of the	https://github.com/vishnuchalla/
team are working across multiple	slash/graphs/contributors
places in the code base	

3 CONSENSUS-ORIENTED MODEL

Integration to the code base need to be agreed upon by all and especially by people who have implemented some functionality and the new code block directly works with that. This ensures not tampering with the stable versions of code.

The following rubrics can be mapped to this practice

Rubric	Evidence
Chat channel: exists	https://discord.com/channels/10 13259175645679685/101325917 5645679688
issues are discussed before they are closed	every issue is discussed by all, then assigned to one appropriate person for closure
Project has an e-mail address or forum that is solely for supporting users	vishnuchalla47@gmail.com

4 THE NO-REGRESSIONS RULE

The No-regression rule is an important design decision as once the interface with the model gets pushed and is in public use, we should not alter that syntax. This ensures harmony in terms of user calls and less frustrations. We have ensured that we don't take away existing functionality but add to it.

The following rubrics can be mapped to this practice

Rubric	Evidence
Use of version control tools	Git is used thoroughly through
	the project
Evidence that the members of the	https://github.com/vishnuchalla/
team are working across multiple	slash/graphs/contributors
places in the code base	
There is a branch of the reposi-	the main branch is always stable
tory that is always stable	

5 ZERO INTERNAL BOUNDARIES

We understand that access to the entire view of the project is important. Even though individuals are working on different functionalities, it does not stop them from making changes in other parts of

the code. This results in problems being solved at the source rather than having multiple paths to go through before making actual changes.

The following rubrics can be mapped to this practice

Rubric	Evidence
whole team is using the same tools	We can clearly see that entire codebase has been written in Python(https://github.com/vishn uchalla/slash/ search?l=python). Everyone hasthe same access to the repository and also have equal access tocommitting directly to the mainbranch.
issues are discussed before they are closed	There is a discussion channel on our discord server
Source code publicly available to download, either as a download- able bundle or via access to a source code repository	git clone https://github.com/ vishnuchalla/slash.git or Downloadas a zip file from here https: //github.com/vishnuchalla/slas h/archive/refs/heads/main.zip
E-mails to our support e-mail address are received by more than one person	we all have the access credentials to the support email
Project have a ticketing system to manage bug reports and feature requests	We constantly create issues and have an ticketing system on github projects where we assign each member an issue based on priority. (https://github.com/vishnuchalla/slash/projects/1)