

Exercises # 1 The Cathedral and the Bazaar

Felipe Ortega
Amal Roumi

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Revise the content of Eric S. Raymond's essay to answer the following points:

1. In your opinion, what are the two most important lessons from the essay?

Answer: In my opinion I think lessons (1,8)

1. Every good work of software starts by scratching a developer's personal itch.

There is an arabic wisdom says *"nothing itch your skin like your fingernail"* I think this is right in everything in not just programs, because you only know what is your exact needs. this will be motivation for starting a free software project.

8. Given a large enough beta-tester and co-developer base, almost every problem will be characterised quickly and the fix obvious to someone.

There is an Arabic wisdom says *"one hand can't claps"*

I think this rule is very important for a developers in general they need more tests before release , and more help to show the weakness of the codes .

2. Consider the Android project. Is it a cathedral or a bazaar? Justify your answer appropriately.

It is not bazaar neither cathedral ,I think Google believe in the **cathedral** development model . in other hand in Android we can see some of the **Bazaar model** which is

- No clear leader.
- Many developers with access to repository.
- Open environment.
- Frequent releases.