The Cathedral and the Bazaar

Here's a link to Eric Raymond's The Cathedral and the Bazaar.

This is a great summary of lessons for creating good open source software from CatB found in Wikipedia (https://en.wikipedia.org/wiki/The Cathedral and the Bazaar)

Of these 19, there are 2 main points and five lessons that I feel are particularly important to think about as we develop our project.

## **Key Point 1: Develop something you are interested in.**

- 1. Every good work of software starts by scratching a developer's personal itch.
- 2. Good programmers know what to write. Great ones know what to rewrite (and reuse).
- 18. To solve an interesting problem, start by finding a problem that is interesting to you.

## **Key Point 2: Get feedback.**

- 7. Release early. Release often. And listen to your customers.
- 8. Given a large enough beta-tester and co-developer base, almost every problem will be characterized quickly and the fix obvious to someone.
- 6. Treating your users as co-developers is your least-hassle route to rapid code improvement and effective debugging.
  - 10. If you treat your beta-testers as if they're your most valuable resource, they will respond by becoming your most valuable resource.
  - 11. The next best thing to having good ideas is recognizing good ideas from your users. Sometimes the latter is better.
- 12. Often, the most striking and innovative solutions come from realizing that your concept of the problem was wrong.

## Requirements for class projects;

- 1. Work with a small group: no fewer than 2, no more than 3
- 2. Pick a project that all group members agree to work on
- 3. Must include existing software, available as open source
- 4. Must include original code written by your group
- 5. Must run on a PC or Mac on Linux or Free BSD

- 6. Must use Version Control Software
- 7. Must include documentation detailing
  - a. Team members and responsibilities of each
  - b. Title of project
  - c. Code showing modifications
  - d. Any tools used on project, including Version Control
- 8. Project is due the week before Final exam you will demonstrate it then