# Contributing to Avalonia

## Before You Start

Drop into our [gitter chat room](https://gitter.im/AvaloniaUI/Avalonia) and let us know what you're thinking of doing. We might be able to give you guidance or let you know if someone else is already working on the feature.

## Style

The codebase uses [.net core](https://github.com/dotnet/runtime/blob/master/docs/coding-guidelines/coding-style.md) coding style.

Try to keep lines of code around 100 characters in length or less, though this is not a hard limit.

If you're a few characters over then don't worry too much.

\*\*DO NOT USE #REGIONS\*\* full stop.

## Pull requests

A single pull request should be submitted for each change. If you're making more than one change,

please submit separate pull requests for each change for easy review. Rebase your changes to make

sense, so a history that looks like:

\* Add class A

\* Feature A didn't set Foo when Bar was set

\* Fix spacing

\* Add class B

\* Sort using statements

Should be rebased to read:

\* Add class A

\* Add class B

Again, this makes review much easier.

Please try not to submit pull requests that don't add new features (e.g. moving stuff around)

unless you see something that is obviously wrong or that could be written in a more terse or

idiomatic style. It takes time to review each pull request - time that I'd prefer to spend writing

new features!

Prefer terseness to verbosity but don't try to be too clever.

## Tests

There are two types of tests currently in the codebase; unit tests and render tests.

Unit tests should be contained in a class name that mirrors the class being tested with the suffix

-Tests, e.g.

Avalonia.Controls.UnitTests.Presenters.TextPresenterTests

Where Avalonia.Controls.UnitTests is the name of the project.

Unit test methods should be named in a sentence style, separated by underscores, that describes in

English what the test is testing, e.g.

```csharp

void Calling\_Foo\_Should\_Increment\_Bar()

```

Render tests should describe what the produced image is:

```csharp

void Rectangle\_2px\_Stroke\_Filled()

```

## Code of Conduct

This project has adopted the code of conduct defined by the Contributor Covenant to clarify expected behavior in our community.

For more information see the [Contributor Covenant Code of Conduct](https://dotnetfoundation.org/code-of-conduct)