## Contributing to SOFAJarslink

SOFAJarslink is released under the Apache 2.0 license, and follows a very

standard Github development process, using Github tracker for issues and

merging pull requests into master . If you would like to contribute something,

or simply want to hack on the code this document should help you get started.

### Sign the Contributor License Agreement

Before we accept a non-trivial patch or pull request we will need you to

sign the Contributor License Agreement. Signing the contributor’s agreement

does not grant anyone commit rights to the main repository, but it does mean

that we can accept your contributions, and you will get an author credit if

we do. Active contributors might be asked to join the core team, and given

the ability to merge pull requests.

### Code Conventions

None of these is essential for a pull request, but they will all help.

1. we provided a [code formatter file](./Formatter.xml), it will formatting automatically your project when during process of building. We would check code format when run ci test, so please ensure that you have built project before you push branch.

2. Make sure all new `.java` files to have a simple Javadoc class comment

with at least an `@author` tag identifying you, and preferably at least a

paragraph on what the class is for.

3. Add the ASF license header comment to all new `.java` files (copy from existing files in the project)

4. Add yourself as an `@author` to the `.java` files that you modify substantially (more than cosmetic changes).

5. Add some Javadocs.

6. A few unit tests would help a lot as well?—?someone has to do it.

7. When writing a commit message please follow [these conventions](https://tbaggery.com/2008/04/19/a-note-about-git-commit-messages.html), if

you are fixing an existing issue please add Fixes gh-XXXX at the end

of the commit message (where XXXX is the issue number).

8. Ensure that code coverage does not decrease?

9. Contribute a PR as the rule of Gitflow Workflow; SOFAJarslink's version contains three digit, the first one is for compatibility; the second one is for new features and enhancement; the last one is for bug fix.