# Contributing to Tern

## Submitting bug reports

The preferred way to report bugs is to use the [GitHub issue

tracker](http://github.com/ternjs/tern/issues). Please put some

thought and energy into your report, to make it easy for us to help

you.

- Describe very precisely what went wrong. "X is broken" is not a good bug

report. What did you expect to happen? What happened instead?

- Provide a way for the maintainer to reproduce the problem you are

seeing. That sometimes means waiting for a problem to occur a second

time, and experimenting to see exactly which circumstances trigger

the problem. We can rarely fix bugs that we can not reproduce.

- Reduce your instructions for reproducing the bug as much as

possible. The more irrelevant pieces (code, steps) are included, the

more time we'll have to waste going through them.

- Mention which exact version (release number or, if you got the code

from git, revision hash) of Tern you are using. Include your project

configuration if there is any chance of it being relevant.

- Be civil. The project is maintained by volunteers who do not owe you

anything. Reports with an indignant or belligerent tone tend to be

moved to the bottom of the pile.

## Contributing code

The preferred way to contribute code is through GitHub pull requests.

If you plan to do something major, please discuss it on the [mailing

list](https://groups.google.com/forum/?fromgroups#!forum/tern-dev)

first, to avoid wasting time on something that will not be merged.

Follow the project's general coding style. Patches that randomly

change code to your preferred coding style or reorganize code for

subjective reasons will not be accepted.

By contributing code to Tern you

- agree to license the contributed code under Tern's [MIT

license](http://ternjs.net/LICENSE).

- confirm that you have the right to contribute and license the code

in question. (Either you hold all rights on the code, or the rights

holder has explicitly granted the right to use it like this,

through a compatible open source license or through a direct

agreement with you.)