

Week_2_df

One of the main ideas of this article (Audris Mockus & Co, 2002) is about open source like Apache or Mozilla which can compete with commercialized software. Two sources of data were analyzed: Apache Web Server and Mozilla's Firefox.

Interestingly they used email archives of source code, looked at commits history and bug reports. They also measured a size of team, code ownership and problem resolution. Such parameters gave them some KPIs to quantify software development as a whole.

And finally they concluded/suggested about high-performance commercial/open source development/management process.

The authors mentioned that open source development is drastically different from the commercial one. One of the main differences is an OSS built by a large number of volunteers. Next, work is not assigned, people can take any task from Jira or like. In addition, there is no software level design or detailed one. Furthermore, no project plan, scheduling or list of deliverables. Geography of people is really distributed around the world.

There was no mentioning specific methodology. Would like to contribute, take a Jira ticket or write documentation or redesign the code. Some senior members will look at changes and if it seems to be good, will approve.

Interesting things I've learned: individuals or groups of people create software which solve a problem. They can invite other people to contribute. Others can fork this software, or contribute additional features they have created.

Each group develops its channels for communication or takes existing ones. Software becomes mature, others start to use it and rely on it. In the case of Mozilla, firefox is very popular and free. Anyone can open a bug, bugs are transparent. Community decides what to fix and when.

Community also releases new versions. Roy Fielding wrote: " Code is written with more care and creativity, because developers are working only on things for which they have a real passion".

References:

1. Audris Mockus & Co. Two Case Studies of Open Source Software Development: Apache and Mozilla. 2002
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2. <https://www.redhat.com/en/resources/open-source-software-life-cycle-brief>