

Getting to know the project

- Get to know the community:
 - Join <u>chat.hyperledger.org</u>, join the <u>appropriate channels</u>
 - Join the main project-specific mailing lists, read their archives
 - Join the TSC mailing list, read its archives and the notes from meetings
 - Read the wiki, get to know it well.
- Get to know the code:
 - Start with the samples.
 - Read the architectural and design documents.
 - Review the default tests.
 - Subscribe to the appropriate Github repos, Jira issues, and Gerrit dashboards.



Building

- Work publicly.
- Create great bug reports.
 - Or help replicate bugs, add more details, prune as needed
- Ask smart questions.
- Build better docs, help translate.
- Write more unit test and test coverage code.
- Build more sample code. Games are a great approach.
- When "fixing", or ignoring a PR, explain what's going on, publicly.
- Write clean, maintainable code, designed to be read by 100 others
 And write it in a way where they don't have to ask you questions about what it does



Leading

- Read Karl Fogel's "Producing Open Source Software".
 - producingoss.com, it's under an open license
- View everyone as a fellow volunteer. How do you decrease their burdens?
- Dedicate >=10% time to helping others on the project.
 - O Alternately, learn about a new project at HL.
- Adopt a tone of "appreciative inquiry".
 - Especially to challenges and different ideas
- Host a HL Meetup, in your city, in your company, at the next dev conference.
 We're creating some shareable/collaborative presentation materials to help you.
- Learn about Open Source licenses why Apache?



