CS304 Software Engineering: Do and Don't for GitHub-OSS Fixit

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Southern University of Science and Technology Slides adapted from cs427 (UIUC) and cs304(SUSTech)

Questions about the project

How to join GitHub classroom?

You do not need to join GitHub classroom now. Invitation link will be available for each assignment/project.

Can the group members for the final project register for different lab sessions?

It is not recommended for selecting different lab sessions because (1) you may need to discuss with your group members during certain lab sessions, and (2) you will need to present together during final presentation

Can I choose different language?

You should use Java (projects with mixture of Java and other languages is fine) because most tools introduced in class do not support other languages

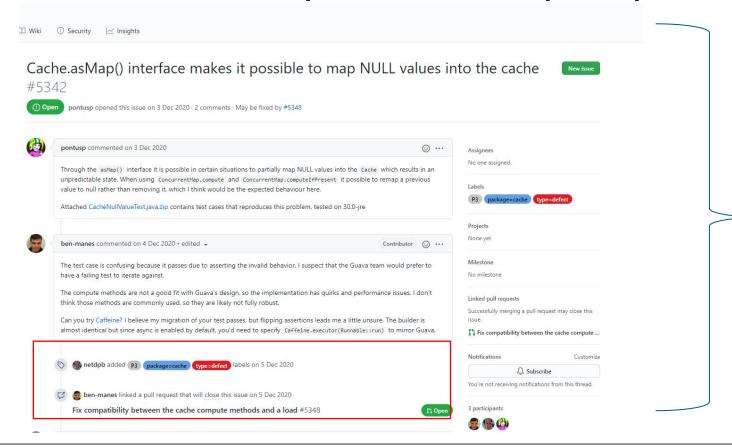






Selection of issues

- The class project is a group assignment. Each group could have only 4-6 members.
- Detailed instructions have been uploaded to Sakai
- Do not choose an open issue that has pull requests

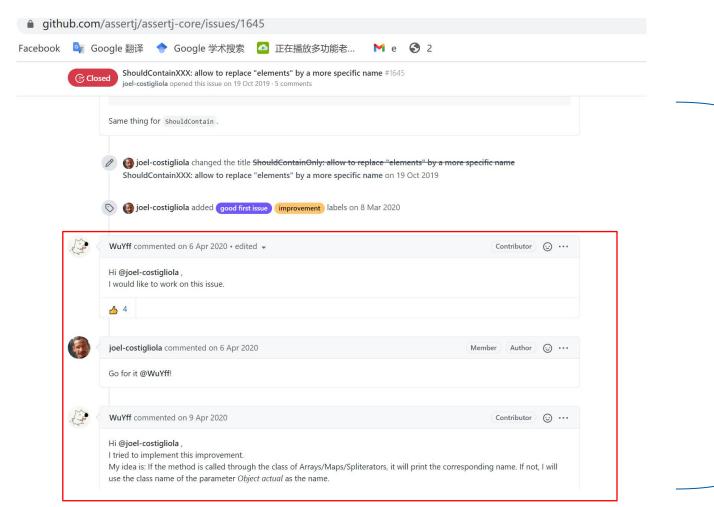


https://github.com/google/guava/issues

open but has a linked pull request

Communication with developers

Get approval from developer about your intention to contribute

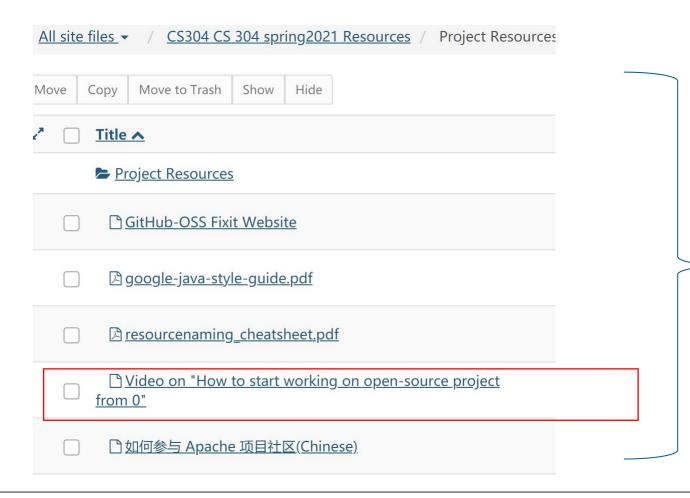


https://github.com/asse rtj/assertjcore/issues/1645

- Leave a comment saying "I would like to work on this issue"
- Tell developer your idea of the implementation to check if it matches the requirement

Project Resources

All Project Resources available in Sakai



 Video on "How to start working on opensource project" is recommended