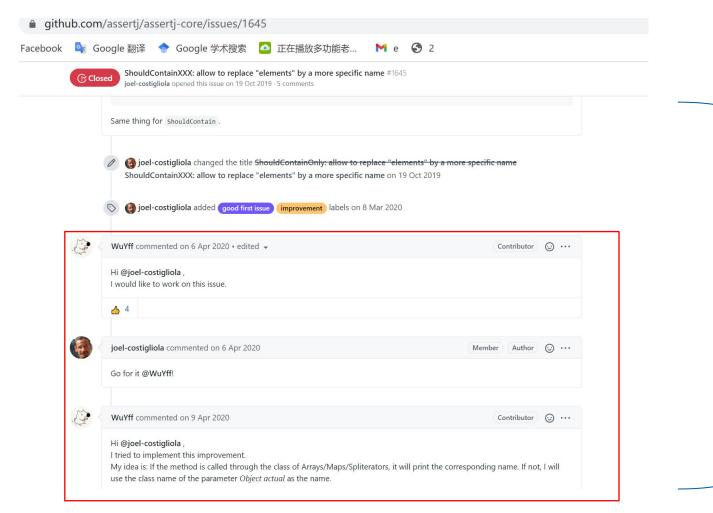
Project

Rules for submitting pull requests

Communication with developers

Get approval from developer about your intention to contribute



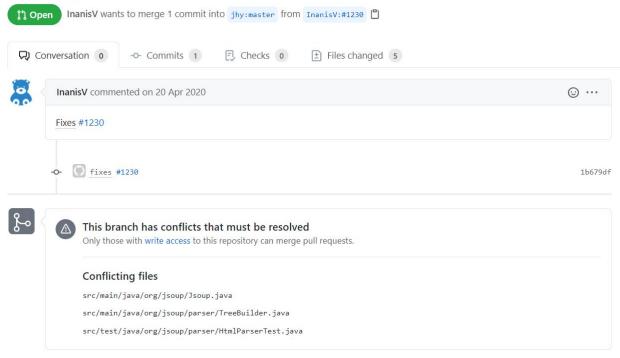
https://github.com/asse rtj/assertjcore/issues/1645

- 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

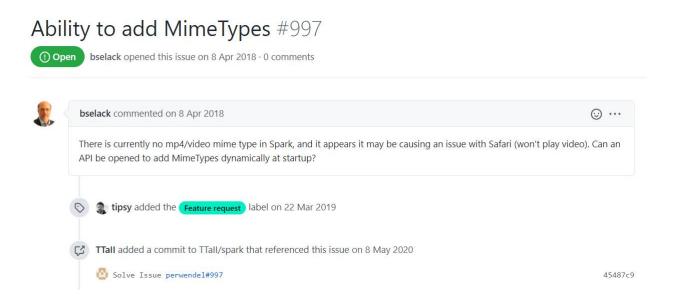
What not to do

Rules for submitting pull requests

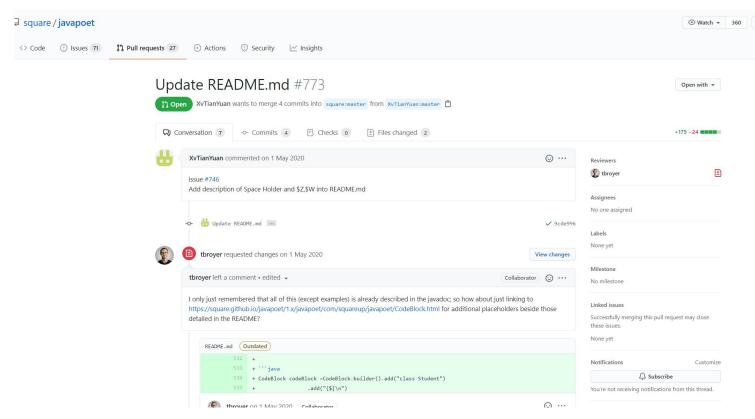
Add a parse method to encode illegal tag in html body #1359



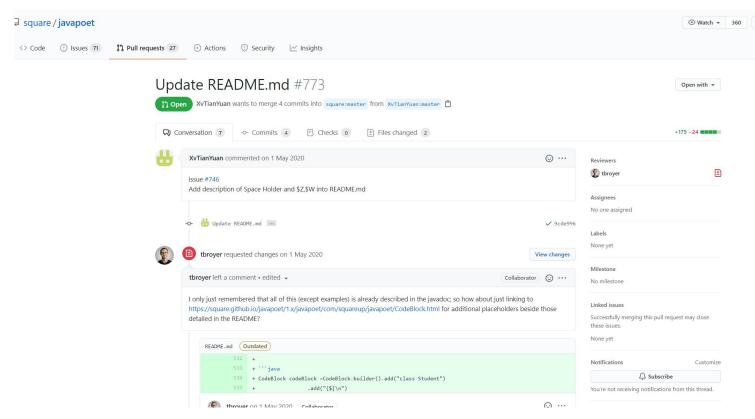
Need to change the code to resolve conflicts so that developers can merge cleanly



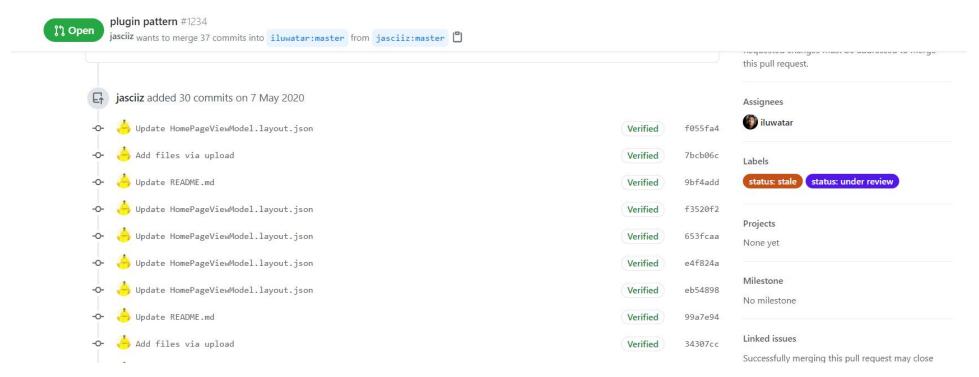
➤ No communication with the user and developer. Only fixing the way you like



> Do not choose documentation related issue.

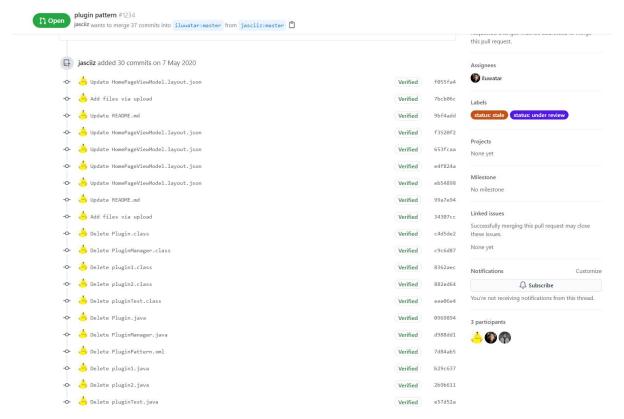


> Do not choose documentation related issue.



- ➤ Do not adding too many commits to your PR. You PR should be short
- ➤ Make minimal changes to current code. A PR that change less lines will be more likely to be accepted!

Example from: https://github.com/iluwatar/java-design-patterns/pull/1234



>Do not adding too many commits to your PR. You PR should be short

From: https://github.com/iluwatar/java-design-patterns/pull/1234

Project Rules:

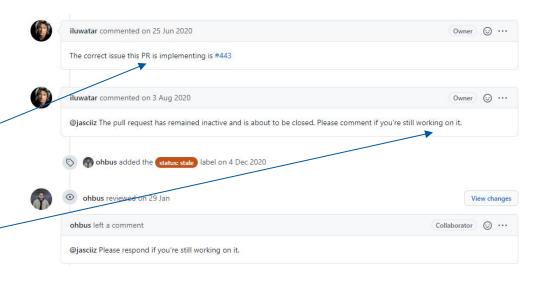
What not to do when making pull request (PR)?





➤ Hit-and-run PR: Commits and run away without responding. This is very bad practice because:

- Waste time of developer in code review
- ➤ Developers need to correct your mistake because you didn't even check if you are implementing the correct issue
- Developer mention you several times but do not respond. Leave a bad reputation in GitHub



Example from: https://github.com/iluwatar/java-design-patterns/pull/1234