Contributing to open-source

Contributing to open-source is especially important for HTML5 developers. Hosting and/or contributing to projects in the public space (<http://github.com/username>) looks great on any resume and increases visibility for the developer.

[Github.com](http://github.com) is the most widely used domain for open-source projects.

**Basics:**

A typical app development cycle consists of maintaining the master branch from start to finish. When working in a group, developers work on individual pieces that are then merged into the master branch. It is important to know the rules in order not to ‘step on their toes’ avoiding merge conflicts.

Set-up:

1. Create an account on <http://github.com>
2. Download Git Client at <http://windows.github.com/> or <http://mac.github.com/>

Typical workflow when contributing to an existent open source project:

1. Go over the Readme, to find out any additional steps required to become an official contributor
2. Fork [1] the repository to your own account
3. Clone [2] the repository from your account onto your machine
4. Make the necessary changes using an IDE of your choice
5. Add [3] and Commit [4] your changes, providing a description of what you’ve done
6. Push [5] the changes from your local machine to your github account
7. Create a Pull Request [6] so that your code can be merged into the original repository

Typical workflow when working on your own open source project:

1. Go to <http://github.com/youraccount> and create a new repository using the link in the top right corner.
2. Give the repo a meaningful name and description and create.
3. Click ‘Setup in Windows’, this should download and set up the repo on your local computer
4. Add a Readme.md file and/or any other files you’d like included in the repo
5. Add [3] and Commit [4] your changes
6. Push [5] your changes – this will upload them from your local machine onto your public github account.

Github can be used both using command line and GUI, therefore I’ve included both.

**[1] Fork**

Forking a repository places a copy of the repository into your own account, so you are free to modify and add to it. The idea is to make the necessary changes, and submit those changes back to the original repo as a Pull Request [3] so they may be merged into the original repo.

**[2] Clone**

Cloning creates a copy of a repository on your local machine. This is where you can use an IDE/Editor of your choice to make changes.

*Command Line: git clone https://...*

**[3] Add**

If your changes involve adding new files, these need to be added so they are tracked.

*Command Line: git add \* (adds all files)*

**[3] Push**

Pushing uploads your committed changes to the repo in your github account.

*Command Line: git push*

**[4] Pull Request**

After you’ve made the changes, and pushed [4] them back to your account, you submit a Pull Request to the original repo where you forked from, so that these changes may be merged. At this point, your code is reviewed and merged by an admin.

Useful Links:

<http://opensource.org/licenses> - Open Source licenses can be found here: