The Chromium Project

Overview :
Chromium in Google Opensource
https://opensource.google.com/

How to start Chromium ?

in contributhon 2017

Multi-process Architecture

http://www.chromium.org

Architectural overview

We use separate processes for browser tabs to protect the overall application fr[om]
and glitches in the rendering engine. We also restrict access from each renderin[g]
process to others and to the rest of the system. In some ways, this brings to we[b]
the benefits that memory protection and access control brought to operating sys[tems.]

We refer to the main process that runs the UI and manages tab and plugin proce[sses]
the "browser process" or "browser." Likewise, the tab-specific processes are cal[led]
processes" or "renderers." The renderers use the Blink open-source layout engi[ne for]
interpreting and laying out HTML.
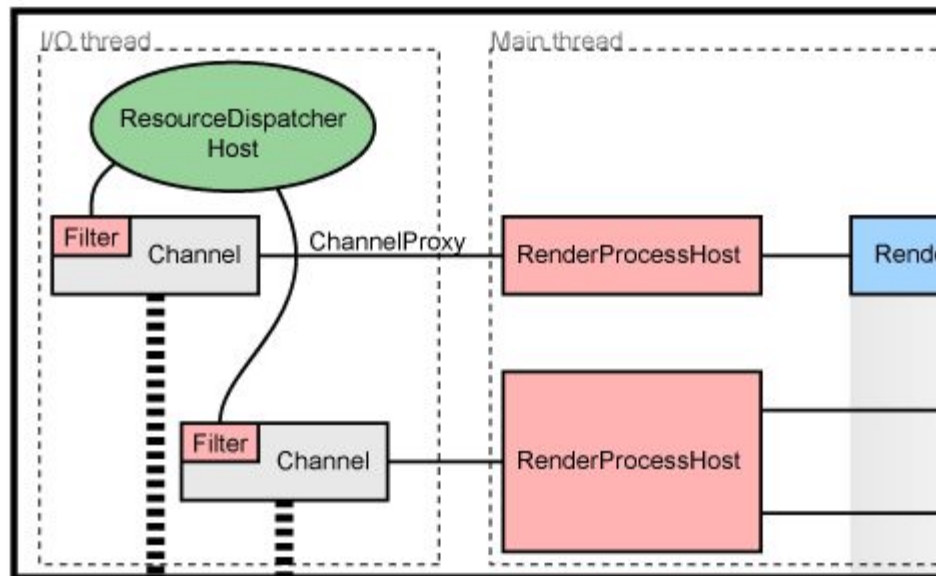
Multi-process Architecture를 공부하자!
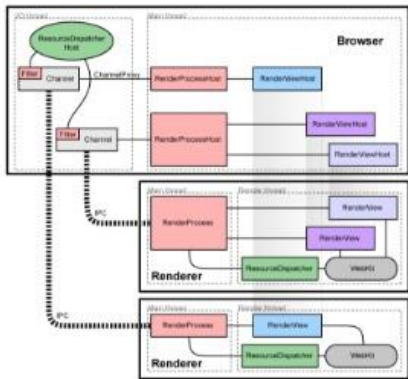
"그리고 아무도 없었다"

한동안 **slack**에서 아무 말이 없어짐...

Source를
다운로드 받자.

https://www.chromium.org/developers/how-tos/get-the-code

git과 depot_tools를 설치하고,

fetch chromium

$ time fetch chromium
real   83m19.075s
user   62m38.704s
sys   14m7.432s

kkd927 1:10 PM
uploaded this image: fetch chromium ▾

kkd927 1:11 PM
이 상태에서 기다리면 되는 거죠?
한 3시간 지났는데.. 아직이네요 ;;

Yeol 1:11 PM
네 맞는데 가끔씩 멈출때가 있는데 3시간이나 지남요?;;

Source Down에는 보통 1시간 이상이 걸립니다...

다운 받은 **Source**를 **build** 하자.

https://www.chromium.org/developers/how-tos/get-the-code

ninja -C out/default chrome

. 8Core CPU (16 Thread)

$ time ninja -C out/defalt chrome
ninja: Entering directory `out/default'
[31639/31639] LINK ./chrome

real   132m58.801s
user   1835m11.388s
sys   66m13.668s

Oworms 8:21 AM
컴퓨터 성능이 안좋아서 결국 리눅스로 밀었습니다

Oworms 8:44 AM
새벽에 빌드 해놓고 잤는데.. 퇴근하면 되어있었으면 좋겠어요ㅋㅋㅋ

정혜인 10:20 PM
빌드 거의 하루 걸리더라구요..

kkd927 12:17 PM
빌드 다 되셨어요?

Minseok Kwon 12:34 PM
아니요 ㅡㅜ 10시 20분에 돌렸는데 18200/31000 이네용;;

크로미움 Build에는 보통 4시간 이상이 걸립니다....

Oworms 8:40 PM
추석때 개인적인문제로 빌드시켜놓고 바로 고향에 다녀왔는데, 다행히 빌드가
되어있네요! 이제부터 열심히 해야겠습니다..!

크로미움 Build에는 보통 3시간 이상
몇 일이 걸리기도 합니다.

kkd927 5:01 PM
윽 용량부족으로 빌드가 실패났네요 ㅋㅋ

Oworms 5:02 PM
혹시 용량 몇기가 쓰고계세요???
저도 불안한데..

kkd927 5:02 PM
저 256짜리인데 크로미움이 한 20기가 들어간 거 같은 기분이

Yeol 5:28 PM
20기가로는 빌드 안됩니다;;
경덕님처럼 chrome 외에 전부 빌드 하려면 소스포함 70기가는 있어야 되요;;;

souece는 약 20GB
full build시 56GB가 추가로 필요...

kkd927 4:57 PM
--gtest_filter=MaterialHistoryFocusTest 겠군요
오우.. 물먹는 하마도 아니고 디스크 용량 먹는 하마네요 ㅋㅋ

Yeol 4:58 PM
네 src/chrome/test/data/webui/md_history/md_history_focus_test.js 이거니까 그게 맞겠네요
네 전 그래서 512기가 SSD 2개삼ㅋ
1테라 HDD버리고

kkd927 4:59 PM
노트북 안에 다 꼽아져요? ㅋㅋ

Yeol 4:59 PM
안꼽아져서 꼽아지는 노트북삼ㅋㅋ
MSI꺼가 꼽아지더라고요

kkd927 4:59 PM
돈도 먹는 하마군요 ㅋㅋ

Yeol 5:00 PM
네 빨리빨리 돈벌어서 오픈소스에 쏟아 부으세요

😭 1

Chromium Build에는 80GB 이상 의 용량이 필요...

내가 수정할 수 있는 **bug**를 찾아보자.

http://crbug.com

https://bugs.chromium.org/p/chromium/issues/list

Project: chromium ▼   **Issues**   People   Development process   History

pearly2@gmail.com ▼ | Profile | Sign out

New issue   Search | Open issues ▾ | for [   ]   Search   Advanced search   Search tips   Saved queries

1 - 100 of 56836   Next ›   List Grid

	ID ▾	Pri ▾	M ▾	Stars ▾	ReleaseBlock ▾	Component ▾	Status ▾	Owner ▾	Summary + Labels ▾	O
☆	786887	1	64	1	Stable	UI>Settings	Assigned	steve...@chromium.org	Regression:Previously selected pic preview is seen instead of captured picture preview in changePicture page	Cl
☆	786886	2	----	1	----	----	Unconfirmed	----	out of memory on v8 optimizations API fatal error handler returned after process out of memory	W
☆	786885	2	----	1	----	Blink	Unconfirmed	----	Windows 10 scale changes devicePixelRatio	W
☆	786884	3	----	1	----	Platform>Apps>FileManager>Drive	Available	----	Files app: Backup photos without local snapshot files.	Cl
☆	786882	1	64	1	Stable	Platform>DevTools	Untriaged	----	Regression: Delay with unnecessary traces are seen while undocking the Devtools page into separate window	Cl Li W
☆	786881	2	----	1	----	Internals>PlatformIntegration	Untriaged	----	spike in RESULT_CODE_SHELL_INTEGRATION_FAILED on Linux M62	Li
☆	786880	2	----	1	----	Blink>GetUserMedia>Webcam	Untriaged	----	Rotate frames according to camera orientation on Windows	W
☆	786879	3	----	1	----	UI>Browser>WebAppInstalls	Assigned	benwells@chromium.org	Remove debug logging added to track down bookmark app icon bug	Cl Li M
☆	786877	2	----	1	----	----	Unconfirmed	----	Option to permanently disable cache in settings	W
☆	786874	2	----	1	----	Platform>DevTools	Unconfirmed	----	chrome on android too eager to declare localhost pages offline	Li
☆	786873	1	64	1	Dev	UI>Settings	Assigned	caitkp@chromium.org	Regression: Page turn blank on chrome://settings/autofill	Li M W
☆	786872	3	----	1	----	Mobile>WebView	Unconfirmed	----	Android system webview has disabled automatically.	Ar
☆	786871	3	----	1	----	Mobile>WebView	Unconfirmed	----	Android system webview has disabled automatically.	Ar
☆	786870	2	----	1	----	Blink>Internals>Modularization, Blink>Storage>DOMStorage	Available	----	Mojofy content/common/dom_storage/dom_storage_messages.h	--

http://crbug.com

https://bugs.chromium.org/p/chromium/issues/list

. 56837개의 bug list
(2017/11/20일 기준)

. 이 중 GoodFirstBug 에 등록된
Hotlist는 665개

* 크로미움은 초보 contributor들을 위해
GoodFirstBug라는 Hotlist를 제공 함.

오, 그러면 GoodFirstBug를 찾아서 수정하면 쉽겠네 ?

과연 그럴까....?

Yeol 11:21 AM
제목에 cleanup이라고 써 놓은 이슈들이 있는데
이런것들이 오타 수정 수준이라고 생각하시면 됩니다

kkd927 12:07 PM
호.. 꿀팁 감사합니다 ㅎ

kkd927 2:29 PM
말씀해주신 cleanup 제목으로 된거 보고 있는데 이것도 만만하지가 않네요 ㅋㅋ
주륵

* 팀원으로 참가하신 **Naver 현직 개발자**분이 많은 마음의 위안을 줌...

git cl upload가 가장 쉬웠어요...

Chromium Team 최다 patch 업로더
팀 total 13개의 패치중 혼자서 7개를 올림...

Minjung Lee

. 컴퓨터 과학과 4학년
. 강아지를 좋아함
. 이제 크로미움 초보 **contributor**

Install to Build

Install to Windows
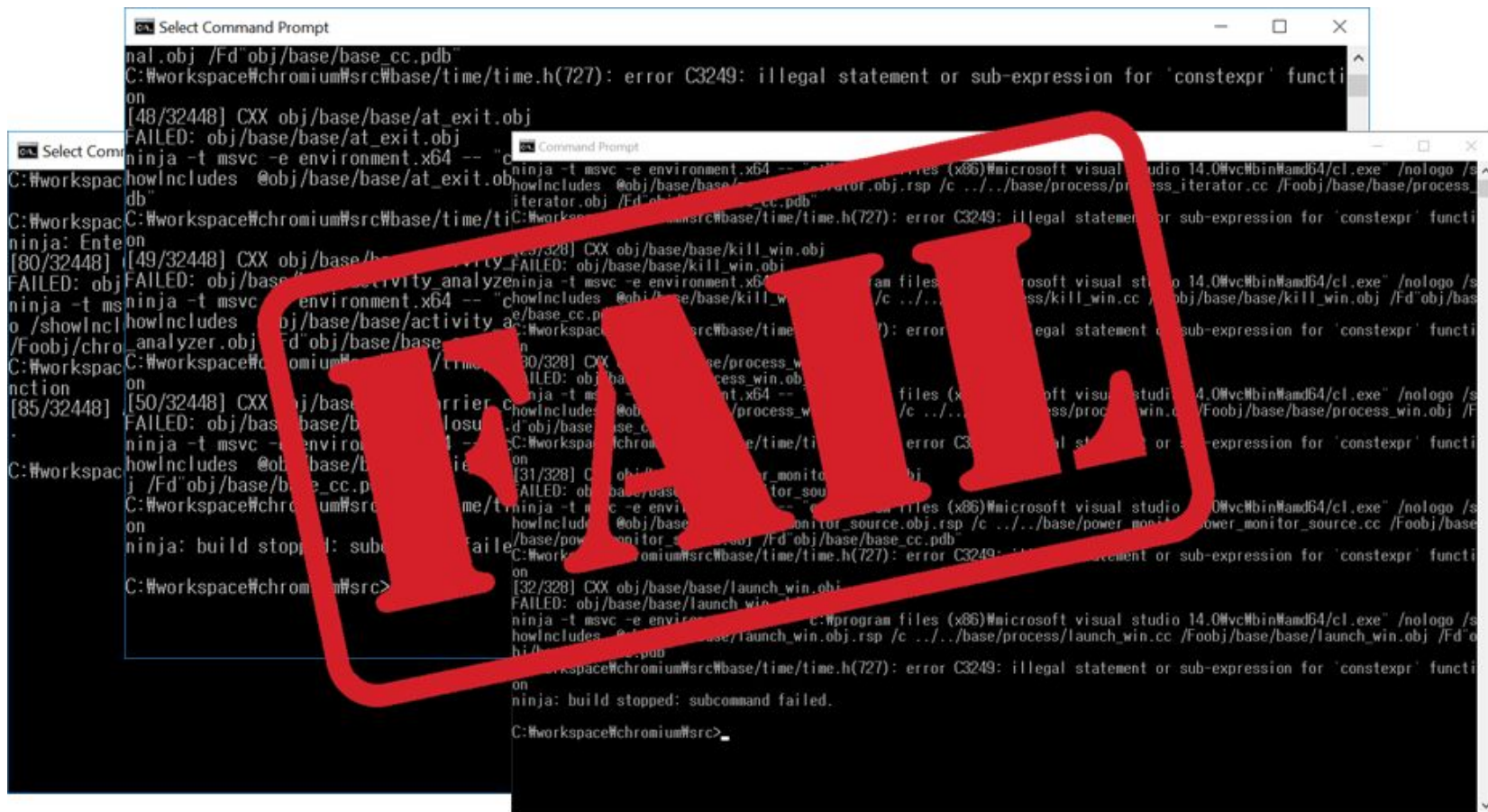
Install to MAC

```
imac408ui-iMac:chromium imac408$ fetch --nohooks --no-history chromium
  File "/Users/imac408/workspace/depot_tools/fetch.py", line 65
    print 'Running: %s' % (' '.join(pipes.quote(x) for x in cmd))
                     ^
SyntaxError: invalid syntax
imac408ui-iMac:chromium imac408$
imac408ui-iMac:chromium imac408$ python --version

Python 3.5.1 :: Anaconda 4.0.0 (x86_64)
```
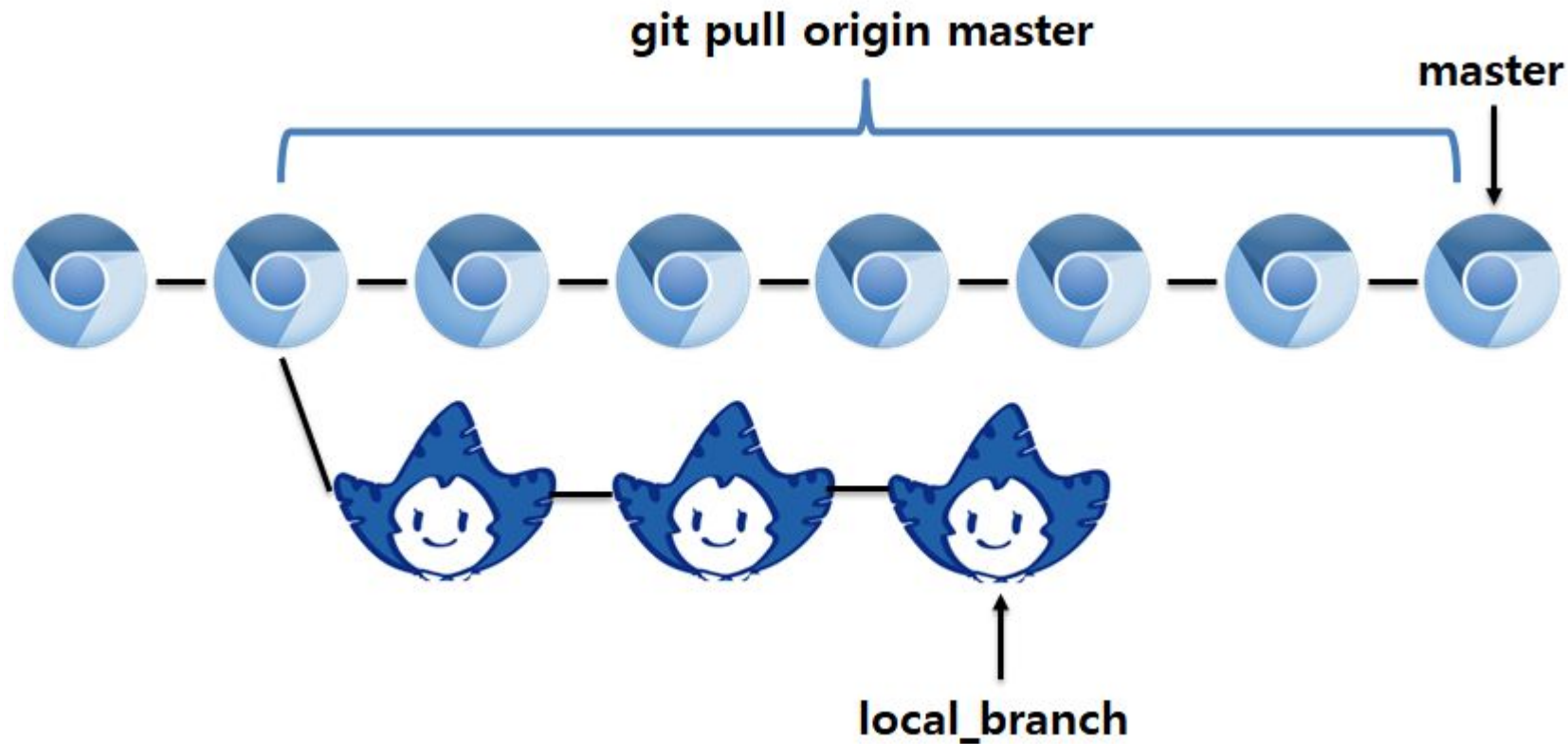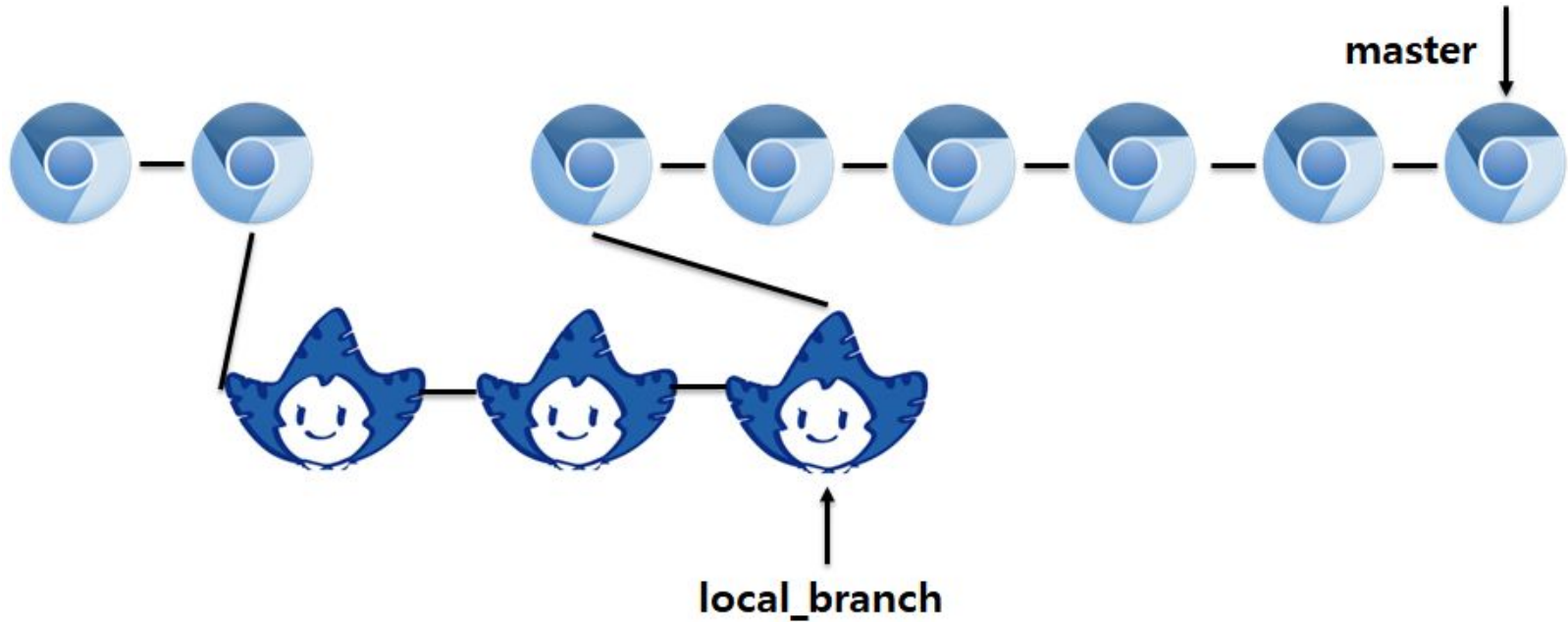
Python2 버전인지 확인!

Depot_tools 경로를 맨 앞으로!

```
                               🏠 imac408 — vi .bash_profile — 70×10
1
2 # added by Anaconda3 4.0.0 installer
3 export PATH=/Users/imac408/workspace/depot_tools:$PATH
  ort PATH="$PATH:/Users/imac408/anaconda/bin"
  ort CLICOLOR=2
  ort TERM='xterm-color'

~
~
```

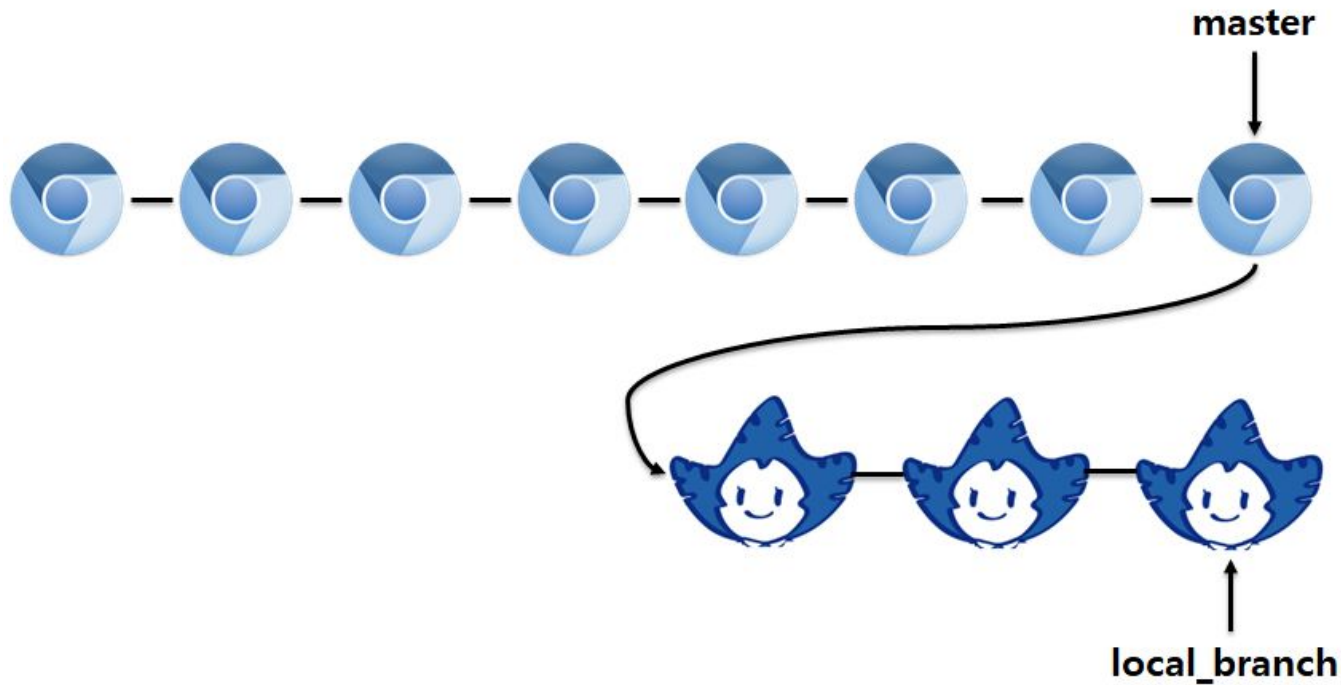# Git Skill level up

'Revase master' vs 'Revase local_branch'
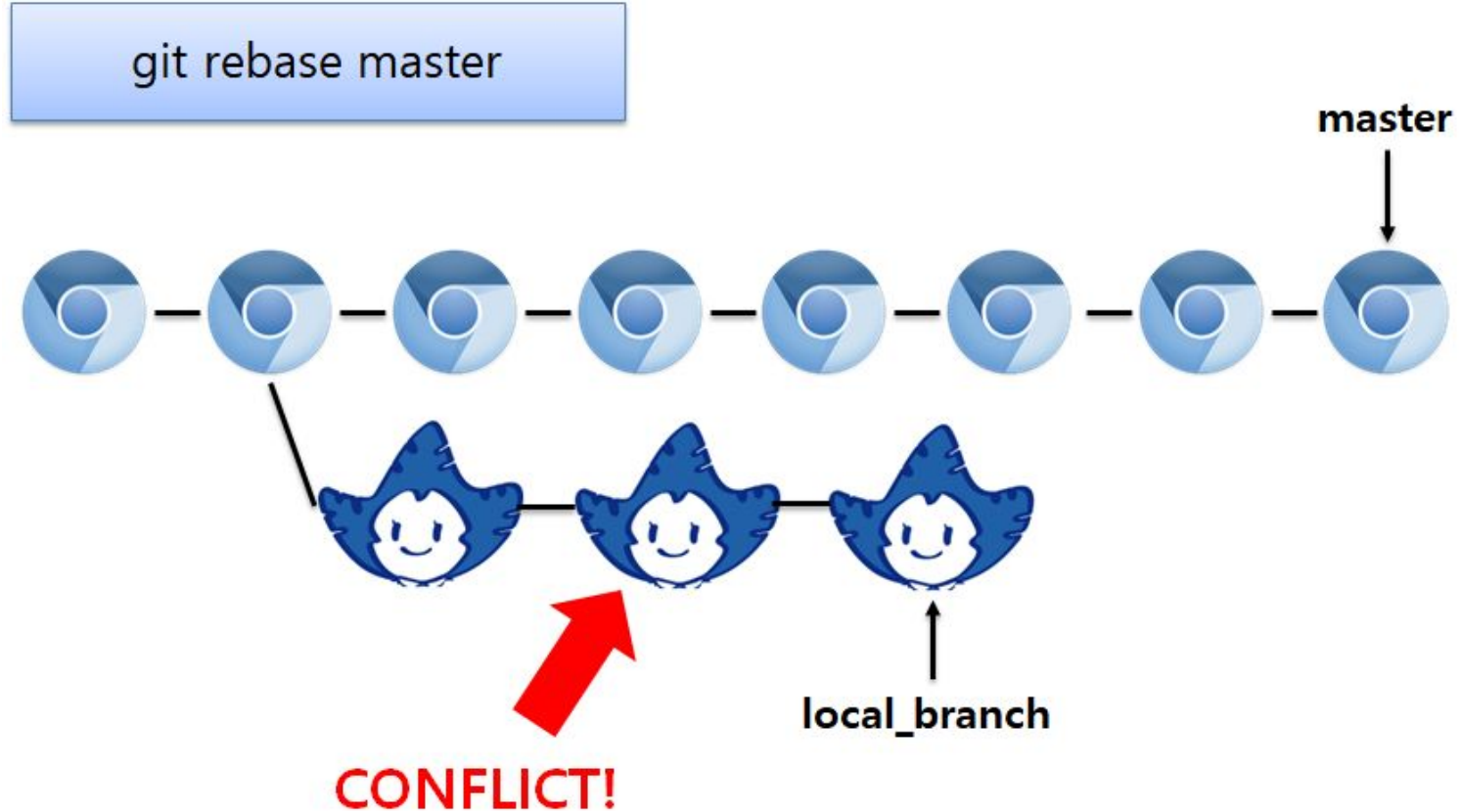
If I rebased slave in master

master

local_branch

<틀릴수있음. 피드백 대환영>

If I rebased master in slave

master

local_branch

<틀릴수있음. 피드백 대환영>

Problem

Problem

Conflict된 파일 수정

git add conflict_file

git commit

Git rebase –continue

그러나 결과는...?

Actually…

여기서 리베이스 작업하다
이상하게 중단됨

master

Conflict 해결!

Still remain here

Local_branch 복사본 임시저장

<틀릴수있음. 피드백 대환영>

How I resolve

현 위치

master

① Git reset HEAD^
Do Until meet master

② Conflict 해결
& unstaged 파일들과 함께 커밋
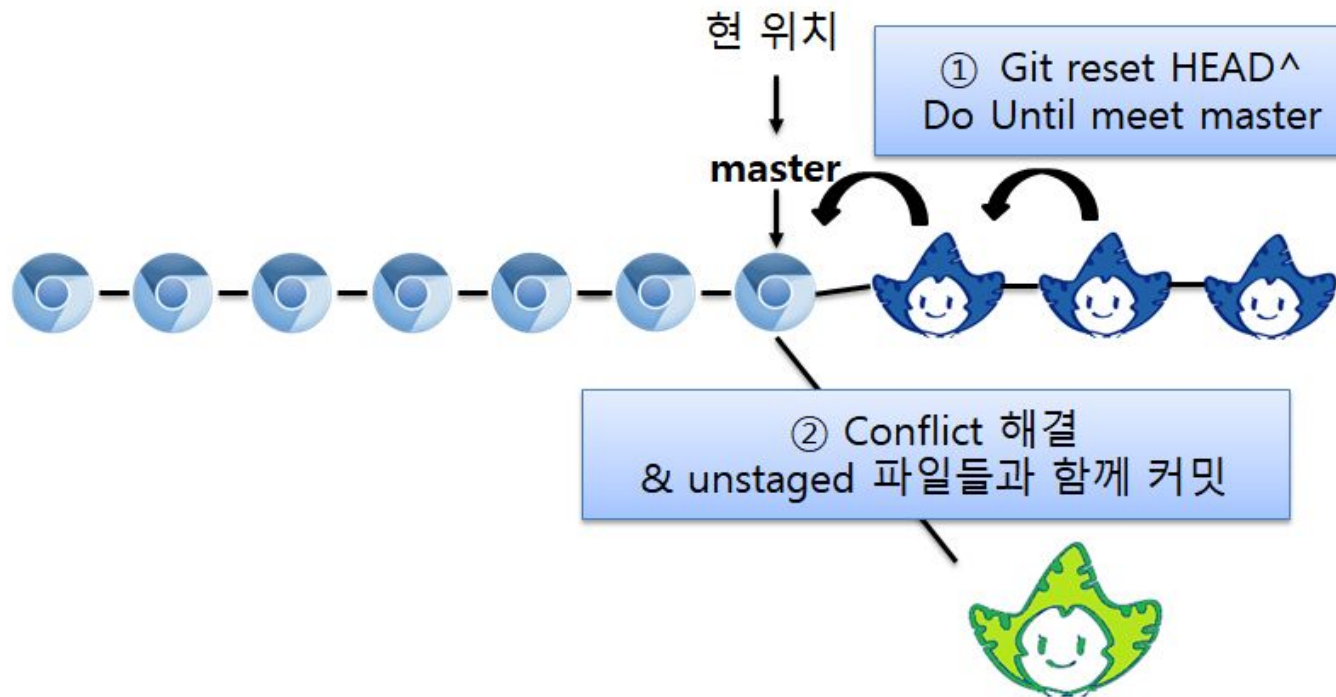
<틀릴수있음. 피드백 대환영>

OR just abort rebase
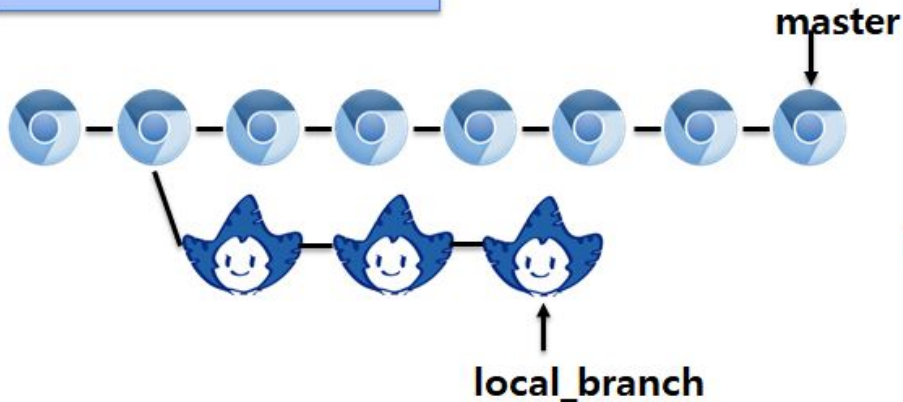
<틀릴수있음. 피드백 대환영>

My Patch History

My Patch History

Subject	Status	Owner	Assignee	Project	Branch	Updated	Size	CR	CQ
Work in progress									
▶ ☆ chromium git test	WIP	👤 Minjeong Lee		chromium/src	master	Oct 27	+1, −0		
Outgoing reviews									
☆ Add handling code when ConnectionType is …		👤 Minjeong Lee		chromium/src	master	1:06 PM	+10, −7	✓	
☆ Remove flag --disable-client-side-phishing-de…		👤 Minjeong Lee		chromium/src	master	12:51 PM	+0, −33		
☆ Moved Checking Uppercase in header from …		👤 Minjeong Lee		chromium/src	master	12:16 PM	+12, −13		
Incoming reviews									
No changes									
Recently closed									
☆ Migrate ConnectionTypeObserver to Networ…	Merged	👤 Minjeong Lee		chromium/src	master	Nov 15	+6, −20	✓	✓
☆ Migrate ConnectionTypeObserver to Networ…	Merged	👤 Minjeong Lee		chromium/src	master	Nov 11	+7, −6	✓	✓
☆ Revert "Migrate ConnectionTypeObserver to …	Merged	👤 Helen Li (OOO 11/17-19)		chromium/src	master	Nov 07	+7, −7	✓	✓
☆ Migrate ConnectionTypeObserver to Networ…	Merged	👤 Minjeong Lee		chromium/src	master	Nov 07	+7, −7	✓	✓
☆ Remove chrome::namespace in chrome/chil…	Abandoned	👤 Minjeong Lee		chromium/src	master	Nov 06	+2, −6		

A step to understanding issue

JobScheduler, NetworkChangeObserver 공부

```
void JobScheduler::OnNetworkChanged(
```

Paul Jensen   Nov 06 ▼

This will likely break drive jobs. Unlike OnConnectionTypeChanged(), OnNetworkChanged() differentiates between "constructive" and "destructive" actions. I imagine Drive Jobs are "constructive", so they should be run when |type| is not CONNECTION_NONE. Immediately prior to online signals, an offline signal is sent out to clear out stale state. This means that by not checking |type| the drive jobs will be kicked off by this offline signal, at the same time DNS cache/jobs and socket connect jobs will be flushed/aborted...potentially terminating the drive jobs with ERR_NETWORK_CHANGED.

Please read the comment on OnNetworkChanged(), or the original design doc:
https://docs.google.com/document/d/1ch22_dRHPQJ9QArFMmWl_UyVpl-EDXA0PdljGh2kDF0/edit?usp=sharing

DRAFT ⓘ   Nov 08 ▼

Thanks for your review. It is very helpful to make a step further!

Unresolved   DISCARD   EDIT

```
      net::NetworkChangeNotifier::ConnectionType type) {
  DCHECK(thread_checker_.CalledOnValidThread());

  // Resume the job loop.
  // Note that we don't need to check the network connection status as it will
  // be checked in GetCurrentAcceptedPriority().
  for (int i = METADATA_QUEUE; i < NUM_QUEUES; ++i)
    DoJobLoop(static_cast<QueueType>(i));
}
```

위의 내용을 대충 해석해보니,,,
"**OnNetworkChanged**는 constructive한 동작과 destructive한 동작을 구별한다. 내 생각에 드라이브 작업이 **constructive**해서 **ConnectionType**값이 **CONNECTION_NONE**이 아닐일때에도(**online**시그널 이 오기전에도) 동작이 가능해야 한다. 왜냐면 **online** 시그널이 오기전에 **offline**시그널이 먼저 보내져서 이 거에 대한 처리를 해주지 않으면 드라이브 작업이 이거때매 꺼질수도 있다. 이와 동시에 **DNS** 캐시랑 작업들 그리고 소켓 연결 작업 데이터가 다 날라갈 것이다. 결국 이건 드라이브 작업을 **ERR_NETWORK_CHANGED** 상태로 종료시키는 결과를 초래할수 있다."

해석해도 '.나 뭔말인지 모르겠다. 데체 constructive action과 destructive action 의 차이가 뭔지도 모 르겠고 다 모르겠다.
이분은 나에게 자신이 쓴 API문서를 던져주고 가셨는데 이거슨 NetworkChangeObserver에 대한 API문 서였고 이분이 만드신거였다.

📄 **NetworkChangeNotifier API Change**
Google Docs· Modified 2017. 8. 14.

일단 API문서를 들여다보았더니 위에서 궁금해했던 부분이 설명되어 있더라.

---

2. "Destructive" observers: Those who have already existing network connections that must be shut down and reconnected whenever a significant network change occurs (e.g. VPN connection established or change between WiFi/Cellular modems).

The goal of combining the two signals is to simplify the interface while at the same time this new signal would satisfy users of the two prior signals in a more accurate way.

IPAddressChanged랑 ConnectionTypeChanged 시그널이 보통 거의 동시에 옴. (왜냐면 2계층인 연결 타입이 바뀌니까 3계층인 ip주소도 바뀌게 되어서) 그래서 이 두함수를 사용하는 쪽에선 이 둘이 하는일이 비 슷해 보이니 이 두시그널이 오면 둘중에 암거나 택해서 네트워크 연결 바뀐거에 대한 처리하는 것 같음. 그래 서 이 둘을 합쳐서 인터페이스를 간단하게 하고 얘네 사용하는애가 좀더 정확하게 시그널을 받도록함. 무론무론 그래서 내가 NetworkChangeNotifier(이하 NCN) 사용하는 놈들 다 조사해봤는데 딱 두가지 부 류로 나뉨.

1. Constructive observer : 서버랑 연결할려고 네트워크 변화를 기다리는 놈. 얘넨 NCN한테 시그널 받자마자 서버랑 통신하려고 할거임. 물론 다 바로 서버랑 통신하는건 아니고 몇몇은 ncn신호 받은 후 몇초간 딜레이를 갖고 동작을 할거임. 딜레이하는 이유는 두가지중 하나인데,
   a. 강 네트워크 연결 완전히 될때까지 기다리는거
      연결 다 되면 상태는 complete, stable, usable 중 하나가 될거.
   b. 네트워크 혼잡 피하려고
2. Destructive observer: 현재 연결된 네트워크를 끊고 다른 타입의 링크로 연결하려는 놈들.
      ex) VPN 연결 setup, 4g쓰다가 wifi로 데이터 연결 바꿈.
         이런경우 링크계층에서 연결이 바뀌게 되니 그 전에 network계층에서 연결 끊는 작업일어나게 되는거.

따라서 NCN 은 네트워크에 새로 연결하거나 아니면 다른 링크로 연결할때만 쓰임.(네트워크 연결을 끊을때 에는 쓰이지 않음)

|

PS1, Line 1150: I'm still confused by the difference between "constructive" and "destructive".

"constructive" refers to observers that attempt to do something constructive, like making forward progress, like attempting to communicate/sync with a server.
"destructive" refers to observers that attempt to flush stale state (DNS cache, idle socket pools etc).

DoJobLoop() may start and abort jobs at the same time.
What should we do for this code with the new API?

If DoJobLoop() is intended to cancel jobs when the device goes offline (a "destructive" action) as well as initiate jobs when the device goes online (a "constructive" action) perhaps we should just ignore the CONNECTION_NONE signal that is sent out immediately prior to online signals, perhaps by changing this if statement condition to "type == net::NetworkChangeNotifier::CONNECTION_NONE && !net::NetworkChangeNotifier::IsOffline()"?

Thank you for doing this!

여기서 주목할 부분은 여기임.

"Can we assume type==CONNECTION_NONE && !net::NetworkChangeNotifier::IsOffline() iff the device is switching from one connection to another? (e.g. switching from ethernet to wifi but suddenly signal lost doesn't result in CONNECTION_ETHERNET/Online -> CONNECTION_NONE/Online -> CONNECTION_NONE/Offline, possibly the last CONNECTION_NONE not notified to the observers)?"

예를들어 연결 링크가 ethernet에서 wifi로 바뀌고 있을때 갑자기 signal이 중단됬다고 가정해보자. 일단 wifi로 connectiontype을 바꾸기 위해 잠시 offline이 되었다가 wifi로 연결이 될거임. 즉 커넥션타입은 다음과 같이 바뀔거.

"connection_ethernet->connection_none->connection_wifi"

(이때 주의해야 할 점은 커넥션 타입은 중간에 connection_none 으로 바뀌지만 network는 offline이 아님!)

무튼 paul이 설명한 online 시그널이 오기전에 offline시그널이 먼저 보내진다는 상황이 나도 이런 상황인줄 알았다. BUT....

components/drive/job_scheduler.cc :

PS1, Line 1150: Can we assume type==CONNECTION_NONE && !net::NetworkChangeNotifier::IsOffline() iff the device is switching from one connection to another?

No, type==CONNECTION_NONE && !net::NetworkChangeNotifier::IsOffline() is also sent when an offline device goes online.

(e.g. switching from ethernet to wifi but suddenly signal lost doesn't result in CONNECTION_ETHERNET/Online -> CONNECTION_NONE/Online -> CONNECTION_NONE/Offline, possibly the last CONNECTION_NONE not notified to the observers)?

Switching from Ethernet to WiFi will always mean CONNECTION_NONE is sent out followed immediately by CONNECTION_WIFI.

??????????? OnNetworkChanged 함수가 커넥션타입이 완전히 바뀌었을때 콜 될거라고 생각한 나는 혼란에 빠지기 시작했다.
그래서 이에 대해 질문했더니 답변이 돌아옴.

Paul Jensen
Patch Set 3:

Now confusion started in my head. I have thought OnNetworkChanged() is called after ConnectionType is changed(CONNECTION_NONE -> CONNECTION_SOMETHING). But it seems OnNetworkChanged() is called before ConnectionType is changed. Am I understanding Observers wrong or misinterpreting this sentence?

Immediately after a device goes from offline to online, OnNetworkChanged() is called with CONNECTION_NONE (though IsOffline() is false) and then OnNetworkChanged() is called with CONNECTION_SOMETHING (IsOffline() is still false).

Now confusion started in my head. I have thought OnNetworkChanged() is called after ConnectionType is changed(CONNECTION_NONE -> CONNECTION_SOMETHING). But it seems OnNetworkChanged() is called before ConnectionType is changed. Am I understanding Observers wrong or misinterpreting this sentence?

Immediately after a device goes from offline to online, OnNetworkChanged() is called with CONNECTION_NONE (though IsOffline() is false) and then OnNetworkChanged() is called with CONNECTION_SOMETHING (IsOffline() is still false).

By the way, Should I change statement condition into "type==CONNECTION_NONE && !net::NetworkChangeNotifier::IsOffline()"?

Yes.

OnNetworkChanged는 커넥션 타입이 바뀔때 두번 call됨.

CONNECTION_NONE

CONNECTION_SOMETHING ← 여기서 또 한번

여기서 한번
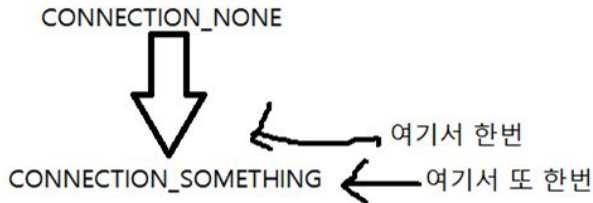
첫번째에 OnNetworkChanged 가 call되었을때, CONNECTION_NONE && online 상태이고, 두번째에 call될때는 CONNECTION_SOMETHING && online 인 상태인거. (network상태가 connectiontype보다 먼저 바뀌나봄)
따라서 첫번째 call될때 if문 처리를 해주지 않으면, network끊는 동작인줄 알고 네트워크 연결하려고 했던 모든 작업들을 지우고 Offline처리가 되는 것 같음. 그래서 OnNetworkChanged()에서 Doloopjob으로 들어가기 전에 "type==CONNECTION_NONE&&!net::NetworkChangedNotifier::IsOffline()" 을 체크해주지 않으면
Doloopjob --> GetCurrentAcceptedPriority --> IsOffline 순으로 call되서 결국 네트워크 연결이 중단됨.

- 꼬리의문.
NetworkConnectionObserver(in networkconnectiontracker) 랑 NetworkChangeObserver(in networkchangenotifier) 차이점이 무엇인가.둘다 OnNetworkChanged메소드가 있어서 connectiontype이 바뀌었을때 비슷한 일을 하는것 같은데. 그리고 고정된 코드가 없어서 어떻게 override되어 코드를 짜느냐에 따라 달라질것 같은데. 대체 뭔 차이가 있지

리뷰어들간의 토론 틈바구니 속에서
나의 작은 질문...
So Proud of myself...★

Minjeong Lee
Patch Set 3:

> No, type==CONNECTION_NONE && !net::NetworkChangeNotifier::IsOffline() is also sent when an
> offline device goes online.

Now confusion started in my head. I have thought OnNetworkChanged() is called after
ConnectionType is changed(CONNECTION_NONE -> CONNECTION_SOMETHING). But it seems
OnNetworkChanged() is called before ConnectionType is changed. Am I understanding Observers
wrong or misinterpreting this sentence?

By the way, Should I change statement condition into "type==CONNECTION_NONE &&
!net::NetworkChangeNotifier::IsOffline()"?

REPLY

Goodbye Contributhon..

will be continued...

Outgoing reviews

⭐ Remove flag --disable-client-side-phishing-detection

⭐ Moved Checking Uppercase in header from SpdyStre...

⭐ Add handling code when ConnectionType is CONNE...

이거 마무리
해야 하고

찜해둔거 얼른 작업해야
다른 커밋터한테 안 뺏김

해결할만한 버그리스트

보일게 마무기
--> 누군가 건드린듯 (https://chromium-review.googlesource.com/c/chromium/src/+/727840)

3. **Issue 460582**
--> 이슈 닫혀버림. ..엉어엉ㅇ

4. **Issue 289619**
chrome namespace만든거 찾아서 지우기. 근데 지워도 되는건지 확인하고 지워야함!
글고 그거에 관련된 코드에 chrome::있는거 열심히 찾아서 수정해야함!
*namespace chrome 있는 소스파일중에 코드수 최대한 적은거 찾기
  • 후보
- sad_tab_types.h -->2 순위
- pdf_child_init.h -->1순위 ─── 뺏겼음.. 빠이...
- accelerator_utils.h --> 이것도 디팬던시가 좀 잇음. 근데 대략 10개정도라서 큰 부담 없음.

5.
https://bugs.chromium.org/p/chromium/issues/detail?
id=695495&q=status%3AAvailable%2C%20Hotlist%3DGoodFirstBug%20&colspec=ID
%20Pri%20M%20Stars%20ReleaseBlock%20Component%20Status%20Owner%20Su
mmary%20OS%20Modified%20Opened

6. **Issue 360220**
빌드중

7.
Issue 499651
수정해야함 - 위에꺼 끝내고 이거 작업ㄱㄱ

8.
Issue 693605
공부먼저하고 수정. enum과 enum class의 차이점 알아두기.
https://stackoverflow.com/questions/18335861/why-is-enum-class-preferred-over-plain-
enum
http://unikys.tistory.com/376

+ **Issue 692866** : https://chromium-review.googlesource.com/c/chromium/src/+/741106
goodfirstbug 이슈였지만 제목대로 단순히 코드 한줄만 지워선 안됐던 이슈. 공부 필요

2017 contributhon Chromium team
current status

- 참여 인원 : 6명

- **13 Patch Commit**
  - 7 Patch Land
  - 5 Patch Code review <- **in progress !!**
  - 1 Patch Abandoned

2017 contributhon Chromium team
current status

- 총 **10개**의 **issue**에 **Contributed**

. **Contributing 6 Bugs**
   Issue 780475 (11. 1.2017)
   Issue 780467 (11. 1.2017)
   Issue 706285 (3.29.2017)
   Issue 695495 (2.23.2017)
   Issue 692866 (2.16.2017)
   Issue 360220 (**4. 4.2014**)

. **Fixed 4 Bugs (Issue Closed)**
   Issue 780480 (11. 1.2017)
   Issue 771356 (10. 3.2017)
   Issue 779499 (10.30.2017)
   Issue 620033 (**6.14.2016**)

bugs　　Project: chromium ▾　　**Issues**　　People　　Development process　　History

New issue　　Search Open issues ▼ for 360220　　Search　　Advanced search　　Search tips　　Saved queries

☆ **Issue 360220**　　🏳

Starred by 5 users

Status:　　Available

Remove flag --disable-client-side-phishing-detection

Project Member Reported by bryner@chromium.org Apr 4 2014

We should remove this flag as it's no longer useful for debugging.

Owner:	----
Cc:	🟥 anujk.sh...@samsung.com
Components:	UI>Browser>SafeBrowsing
EstimatedDays:	----
NextAction:	----
OS:	All
Pri:	3
Type:	Bug

Hotlist-Recharge
SafeBrowsing-Triaged
Hotlist-GoodFirstBug
Hotlist-EnamelAndFriendsFixIt

Blocking:
issue 343941

Update hotlists

Show other hotlists

Add a comment below

Comment 1 by bryner@chromium.org, Apr 4 2014

　　Blocking: chromium:343941

Comment 2 by bryner@chromium.org, Apr 4 2014

　　Owner: bryner@chromium.org

Comment 3 by bryner@chromium.org, Apr 13 2014

　　Owner: noelutz@chromium.org

Comment 4 by anujk.sh...@samsung.com, Jan 6 2015

　　Cc: anujk.sh...@samsung.com

I would like to work on this bug. I have also raised one CL https://codereview.chromium.org/836943002/ for the same.

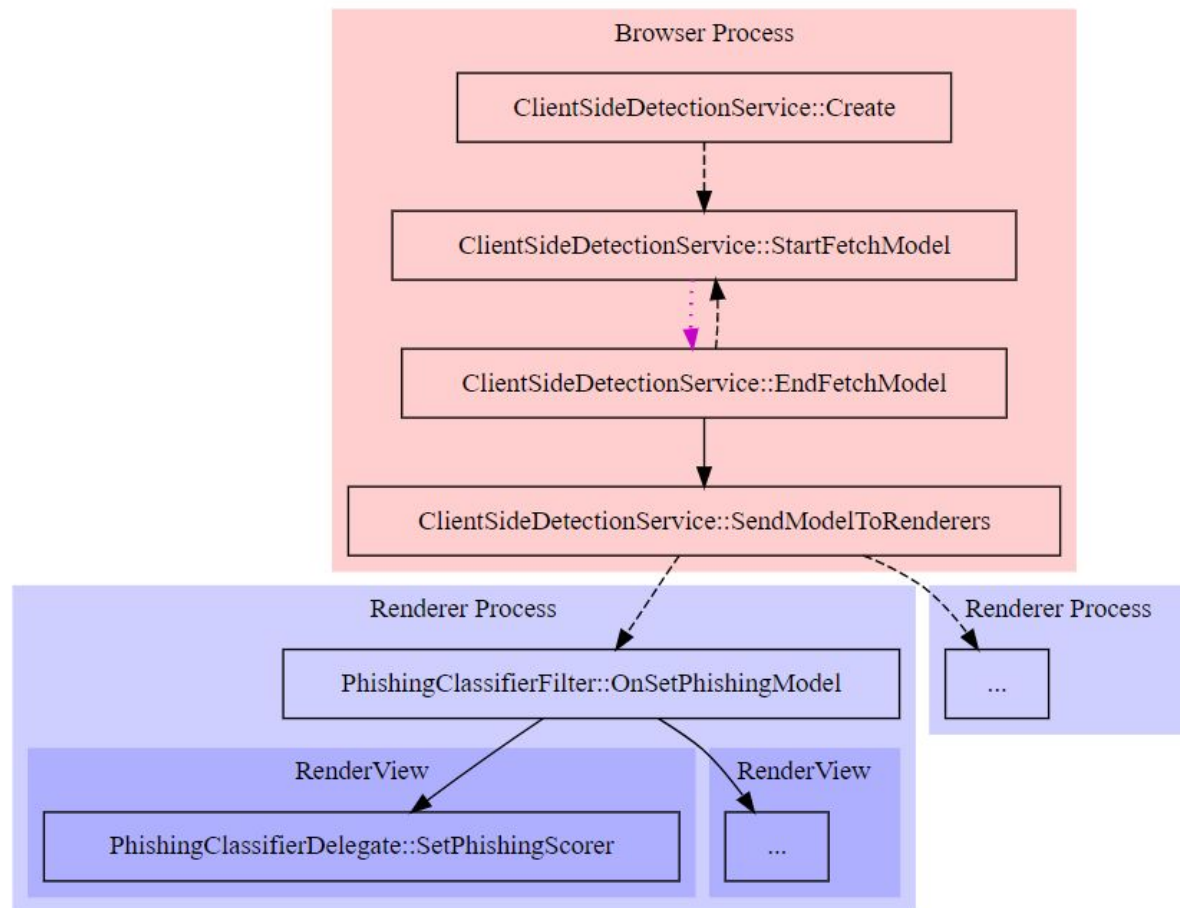Comment 5 by lafo...@chromium.org, Oct 1 2015

　　Labels: Hotlist-Recharge

This issue likely requires triage. The current issue owner may be inactive (i.e. hasn't fixed an issue in the last 30 days or commented in this particular issue in the last 90 days). Thanks for helping out!

-Anthony

Client Side Phishing Detection

Client Side Phishing Detection runs a detection model on pages the user visits to try to detect phishing pages that are not in the safe browsing lists. On startup, and periodically afterwards, the ClientSideDetectionService will fetch an updated model. The model is sent in an IPC to every Render Process, then assigned to PhishingClassifierDelegate associated with each RenderView. This allows the classification to be done in the render process, which has access to the page text.

Browser Process

- ClientSideDetectionService::Create
- ClientSideDetectionService::StartFetchModel
- ClientSideDetectionService::EndFetchModel
- ClientSideDetectionService::SendModelToRenderers

Renderer Process

- PhishingClassifierFilter::OnSetPhishingModel

RenderView

- PhishingClassifierDelegate::SetPhishingScorer

RenderView

- ...

Renderer Process

- ...

☆ **778719**: Remove flag --disable-client-side-phishing-detection

Updated	12:51 PM
Owner	🖳 Minjeong Lee
Assignee	
Reviewers	🧑 Jialiu Lin
	ADD REVIEWER
CC	🧑 Tim Volodine
	🖳 Anonymous chromium-reviews@chromium.org
	⬭ Anonymous vakh+watch@chromium.org ✕
	ADD CC
Project	chromium/src
Branch	master
Topic	NO TOPIC
Hashtag	
Code-Review	
Commit-Queue	

Remove flag --disable-client-side-phishing-detection

Bug: 360220
Change-Id: 19e67c6cbce8e859da07610de7d8d6b89e26f84a7

EDIT

Tree is open ("compile" on "Google Chrome Linux x64" -> Clang roll reverted)

Files   Base ▾ → Patchset 1 ▾ | fff52d5 | Initial upload

▶   Commit message

▶ M chrome/browser/chrome_content_browser_client.cc

▶ M chrome/browser/safe_browsing/local_database_manager.cc

▶ M chrome/browser/safe_browsing/services_delegate_impl.cc

▶ M chrome/common/chrome_switches.h

▶ M chrome/common/chrome_switches.cc

▶ M chrome/renderer/chrome_render_frame_observer.cc

2017 contributhon Chromium team
current status

- 총 **10**개의 **issue**에 **Contributed**

Contributing 6 Bugs
  Issue 780475 (11. 1.2017)
  Issue 780467 (11. 1.2017)
  Issue 706285 (3.29.2017)
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Fixed 4 Bugs (Issue Closed)
  Issue 780480 (11. 1.2017)
  Issue 771356 (10. 3.2017)
  Issue 779499 (10.30.2017)
  Issue 620033 (**6.14.2016**)

New issue   Search   Open issues ▼   for   620033   Search   Advanced search   Search tips   Saved queries

☆ **Issue 620033**   ⚑   **[search/menus] should we show "More from this site" after a user has already clicked it?**
Starred by 4 users

Project Member   Reported by dbeam@chromium.org   Jun 14 2016

Status:	Fixed
Owner:	calamity@chromium.org
Closed:	Nov 8
Cc:	tbuck...@chromium.org
	tsergeant@chromium.org
	bettes@chromium.org
Components:	UI>Browser>History
EstimatedDays:	----
NextAction:	----
OS:	Linux, Windows, Chrome, Mac
Pri:	3
Type:	Feature

Proj-MaterialDesign-WebUI
Hotlist-GoodFirstBug

Update hotlists

Add a comment below

bugs: repro steps (I did X and expected Y but Z happened!)

1. click "More from this site" to find more things from bacolicio.us
2. view all my delicious bacolicio.us visits
3. click on vertical ... (more actions) button

what do you expect?
useful options

what do you get instead?
a "More from this site" option in the menu that doesn't seem to do much (as I'm already viewing "this site")

note: this is a feature request because apparently the old history page doesn't do this either.

double note: and yes, I get that this menu option could, in theory, be used to re-trigger a search of the same origins and get newer, updated results, but that seems super duper rare.

📎 **2016-06-14-123419_829x301_scrot.png**
17.4 KB   View   Download

Comment 1 by tsergeant@chromium.org, Jun 22 2016

Owner: tsergeant@chromium.org
Status: Assigned

Comment 2 by calamity@chromium.org, Jun 22 2016

Labels: -Pri-2 Pri-3

Comment 3 by tbuck...@chromium.org, Jun 22 2016

I agree that it makes sense to remove the option once you've already filtered to a site (but am happy with it being a P3 for now).

Thank you for your contribution :)