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| **How to tell if a FLOSS project is doomed to FAIL** |
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| CS 401 |

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| **Category** | **Assessment** | **Comments** |
| **Size** |  |  |
| * The source code is more than 100 MB | 5 | The source code is well over 100MB. |
| * If the source code also exceeds 100 MB when it is compressed | 5 | The compressed code is just barely over 100MB at 102MB. |
| **Source Control** |  |  |
| * There is no publicly available source control (e.g. cvs, svn, bzr, git) | 0 |  |
| * There is no web viewer for it | 0 |  |
| * There is no documentation on how to use it for new users | 5 | The documentation can be difficult for less experienced users. |
| * You've written your own source control for this code | 0 |  |
| * You don't actually use the existing source control | 0 |  |
| **Building From Source** |  |  |
| * There is no documentation on how to build from source | 0 | Very thorough documentation for multiple OS builds. However, since we have not completed building a cloud we do not know if it is fully correct. |
| * Documentation exists on how to build from source, but it doesn't work | 0 |  |
| * The source is configured: with a handwritten shell script | 0 |  |
| * The source is configured: by editing flat text config files | 0 |  |
| * The source is configured: by editing code header files manually | 0 |  |
| * The source isn't configurable | 0 |  |
| * The source builds: using something that isn't GNU Make |  |  |
| * The source builds: only with third-party proprietary build tools | 0 |  |
| * The source builds: with your own build tool for this code | 0 |  |
| **Bundling** |  |  |
| * Your source only comes with other code projects that it depends on | 0 |  |
| * If your source code cannot be built without first building the bundled code bits | 0 |  |
| * If you have modified those other bundled code bits |  |  |
| **Libraries** |  |  |
| * Your code only builds static libraries | 0 |  |
| * Your code can build shared libraries, but only unversioned ones | 0 |  |
| * Your source does not try to use system libraries if present | 0 |  |
| **System Install** |  |  |
| * Your code tries to install into /opt or /usr/local | 0 |  |
| * Your code has no "make install" | 0 |  |
| * Your code doesn't work outside of the source directory | 0 |  |
| **Code Oddities** |  |  |
| * Your code uses Windows line breaks ("DOS format" files) | 0 |  |
| * Your code depends on specific compiler feature functionality | 0 |  |
| * Your code depends on specific compiler bugs | 0 |  |
| * Your code depends on Microsoft Visual Anything | 0 |  |
| **Communication** |  |  |
| * Your project does not announce releases on a mailing list | 0 |  |
| * Your project does not have a mailing list | 0 |  |
| * Your project does not have a bug tracker | 0 |  |
| * Your project does not have a website | 0 |  |
| * Your project is sourceforge vaporware | 0 |  |
| **Releases** |  |  |
| * Your project does not do sanely versioned releases | 0 |  |
| * Your project does not do versioned releases | 0 |  |
| * Your project does not do releases | 0 |  |
| * Your project only does releases as attachments in web forum posts | 0 |  |
| * Your releases are only in .zip format | 0 |  |
| * Your releases are only in OSX .zip format | 0 |  |
| * Your releases are only in .rar format | 0 |  |
| * Your releases are only in .arj format | 0 |  |
| * Your releases are only in an encapsulation format that you invented | 0 |  |
| * Your release does not unpack into a versioned top-level directory (e.g. glibc-2.4.2/ ) | 0 |  |
| * Your release does not unpack into a top-level directory (e.g. glibc/ ) | 0 |  |
| * Your release unpacks into an absurd number of directories (e.g. home/johndoe/glibc-svn/tarball/glibc/src/) | 0 |  |
| **History** |  |  |
| * Your code is a fork of another project | 0 |  |
| * Your primary developers were not involved with the parent project | 0 |  |
| * Until open sourcing it, your code was proprietary for: 1-2 years | 0 | There is also a commercial version of Eucalyptus known as the Enterprise Edition. |
| * Until open sourcing it, your code was proprietary for: 3-5 years | 0 | There is also a commercial version of Eucalyptus known as the Enterprise Edition. |
| * Until open sourcing it, your code was proprietary for: 6-10 years | 0 | There is also a commercial version of Eucalyptus known as the Enterprise Edition. |
| * Until open sourcing it, your code was proprietary for: 10+ years | 0 | There is also a commercial version of Eucalyptus known as the Enterprise Edition. |
| **Licensing** |  |  |
| * Your code does not have per-file licensing | 0 |  |
| * Your code contains inherent license incompatibilities | 0 |  |
| * Your code does not have any notice of licensing intent | 0 |  |
| * Your code doesn't include a copy of the license text | 0 |  |
| * Your code doesn't have a license | 0 |  |
| **Documentation** |  |  |
| * Your code doesn't have a changelog | 0 |  |
| * Your code doesn't have any documentation | 0 |  |
| * Your website doesn't have any documentation | 0 |  |

The Eucalyptus project after careful review gets 15 points of FAIL from me. This according to the wiki page means that you are probably doing okay, but could do better. There are a few negatives I noticed pertaining to the size of the source code, and the documentation for source control. Although I am not entirely familiar with building a eucalyptus cluster and writing code for it up to this point, the installation documentation on the site is very thorough and seems easy to follow. The code is easy to access and the installation guides look very detailed. There is also a large section dedicated to bug tracking, which is great for our class to hopefully dive in and help. If not, hopefully we will soon have a working cluster on campus that we can help write documentation on how to setup the cluster including any changes that we find that could better guide a new user.