PRO KDE

EVERYTHING YOU NEED TO KNOW ABOUT KDE

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Licence

Preface by Paul McQuade

I began writing this book as a way to escape from the nightmare of Covid-19. As i write i wondered what can i do to make developing software easier on people. I realise that sharing my information about coding was to way to go.

I never wrote a book before and i had very little practical knowledge about KDE Plasma and KDE Frameworks. Writing a book would force me to think.

Acknowledgements

Dedications

I would like to thank my family - Peter, Breda, Caitriona and Caroline for their support down through the years especially when i was sick in hospital.

Developers

Source Code

This book is hosted on Gitlab.com under the following link:

https://gitlab.com/paulmcquad/prokde

Issues

If you have an issue about the book you want to raise it on gitlab.com Issues can be errata and content changes.

Merge Requests

Pro KDE is always looking for developers. Feel free to submit patches through Gitlab Merge Requests.

In Gitlab go to: Left side Panel > Merge Requests > New merge request

Thank You

Since this is an Open Source book, I want to say a big thank you to the developers who have send in several errata and content changes. Here are all the people who have contributed to the English version of Pro KDE as an open source project.

Thank you everyone for helping make this a better book for everyone.
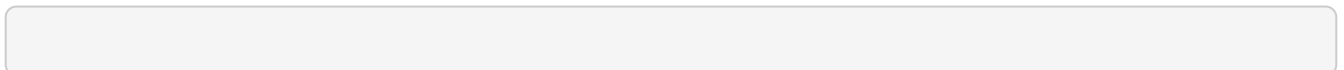
Getting Started

About KDE

KDE is an international team co-operating on development and distribution of Free, Open Source Software for desktop and portable computing. Their community has developed a wide variety of applications for communication, work, education and entertainment. They have a strong focus on finding innovative solutions to old and new problems, creating a vibrant, open atmosphere for experimentation.
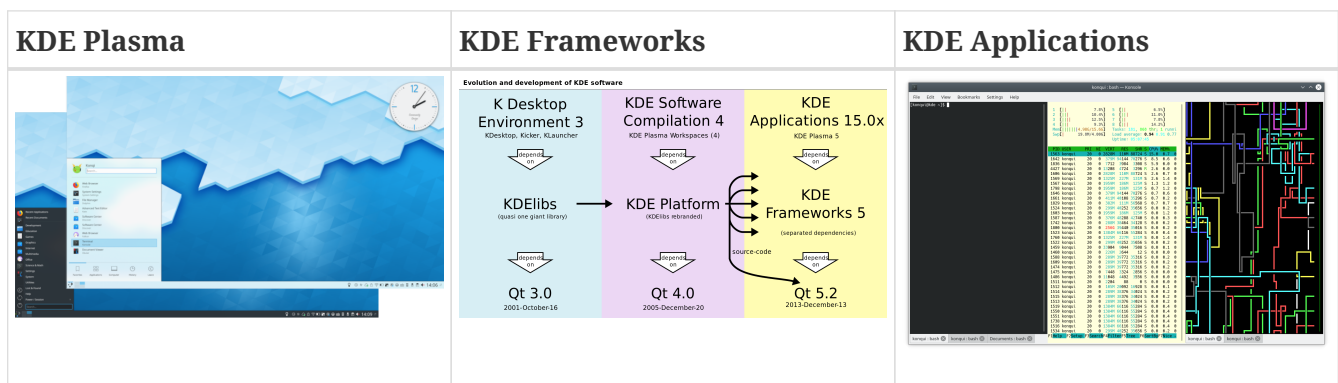
KDE Projects

KDE Projects consists of three parts:

- KDE Plasma - A User Interface
- KDE Frameworks - A Collection of libraries and software frameworks
- KDE Applications - A list of Programs like Kate and Konsole

Development of KDE

A few images of process in action:

Table 1. Development of KDE

KDE Plasma	KDE Frameworks	KDE Applications

Software Development Life Cycle

The 6 steps to Software Development Life Cycle are:

1. Planning - Talk to other developers.
2. Analysis - Break the problem into smaller parts.
3. Design - Put a plan together.
4. Implementation - Write code.
5. Testing & Integration - Report and fix bug issues.
6. Maintenance - Apply patches and release software.

THE
SOFTWARE
DEVELOPMENT
CYCLE

4
IMPLEMENTATION

5
TESTING &
INTEGRATION

3
DESIGN

6
MAINTENANCE

2
ANALYSIS

1
PLANNING