

HOW TO GET
STARTED WITH

OPEN SOURCE

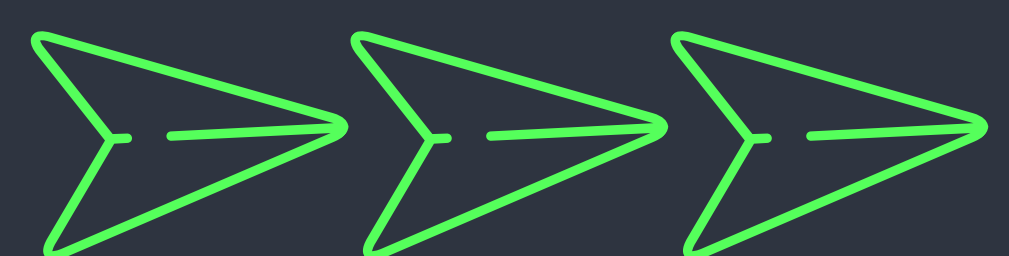


github



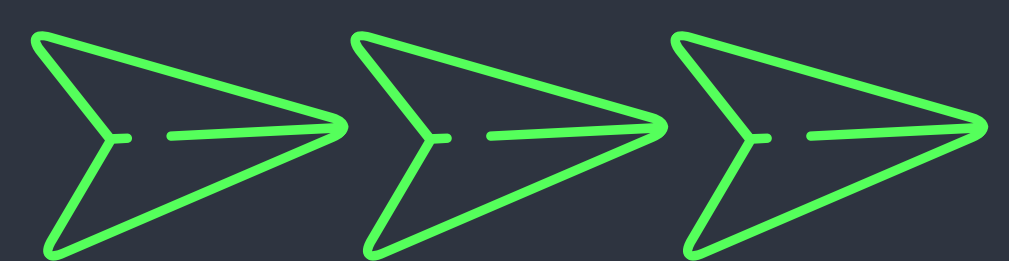
what is open source

- It's never been easy to learn programming. But despite tons of ways to learn how to code, we believe that the best way to improve your skills is by contributing to open source projects.
- Open Source Software is a computer software whose source code is made publicly available for modification and enhancements. [@learn.machinelearning](#)
- There are many advantages to contributing to open source - You can make a great resume that stands out from the crowd. It helps you in building online presence.



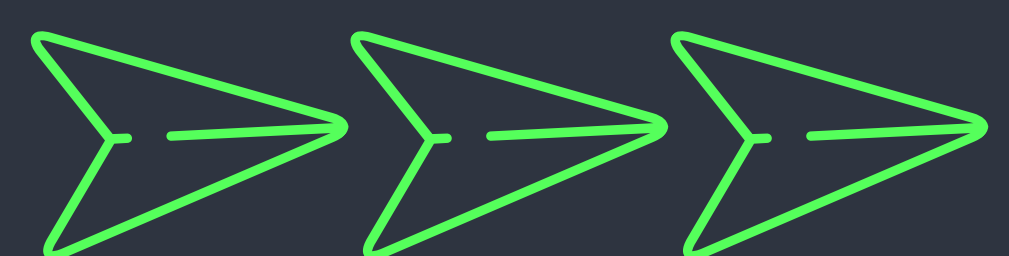
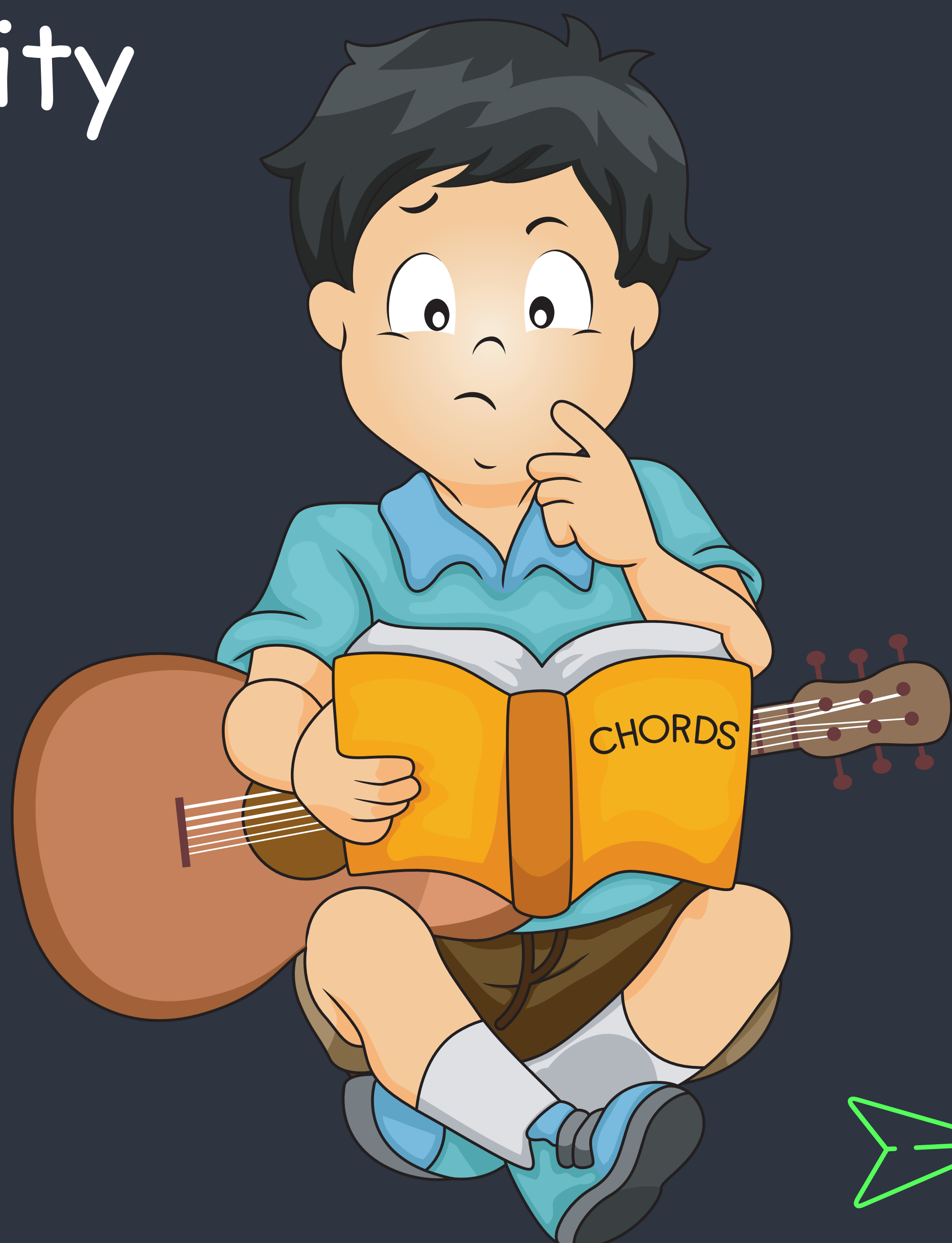
Why contribute to open source?

- Improve software you rely on
- Improve existing skills
- Meet people who are interested in similar things
- Find mentors and teach others
- Build public artifacts that help you grow a reputation (and a career)
- Learn people skills [@learn.machinelearning](#)
- It's empowering to be able to make changes, even small ones
- The main reasons why developers go for free-for-modification projects are to be recognized, to sharpen their programming skills, and to become part of the vibrant community.



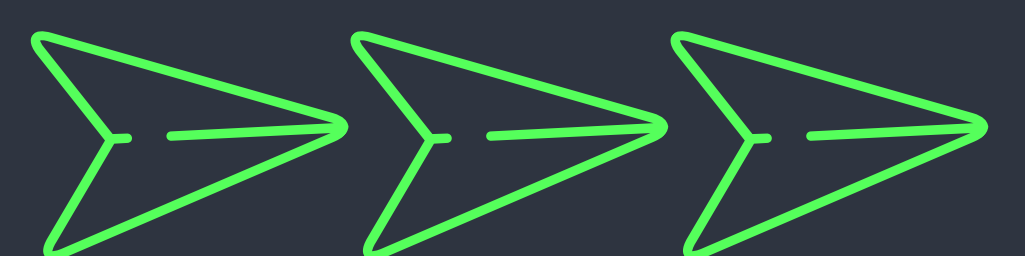
How to get started?

- Assess yourself
- First choose a programming language of your choice.
- search for a project that is interesting to you. [@learn.machinelearning](https://twitter.com/learnmachinelearning)
- Check project volume (big projects are not good for beginners)
- Get to know GitHub
- Learn basics of programming language
- Join the community



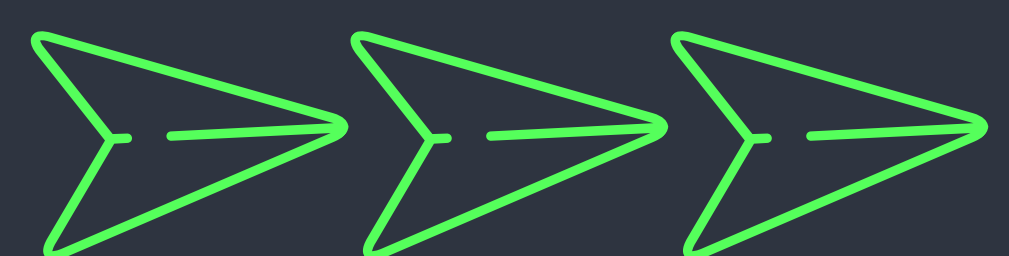
Different ways to contribute

- Create your own open source project
- Create open source alternatives to commercial software
- Contribute to existing open source projects [@learn.machinelearning](https://twitter.com/learnmachinelearning)
 - Play with the software: Find Bugs
 - Explore existing Issues
 - Help improve documentation
 - Suggest new features
 - Organize workshops, meetups or project's conference
 - Help community members
 - Help in design (Restructure layouts, style guide, t-shirts, logo, etc.._)
 - Write tutorials or Write a translation for the project's documentation
 - etc.....



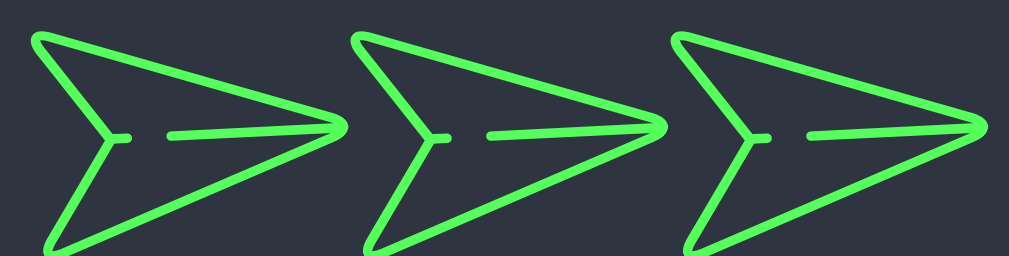
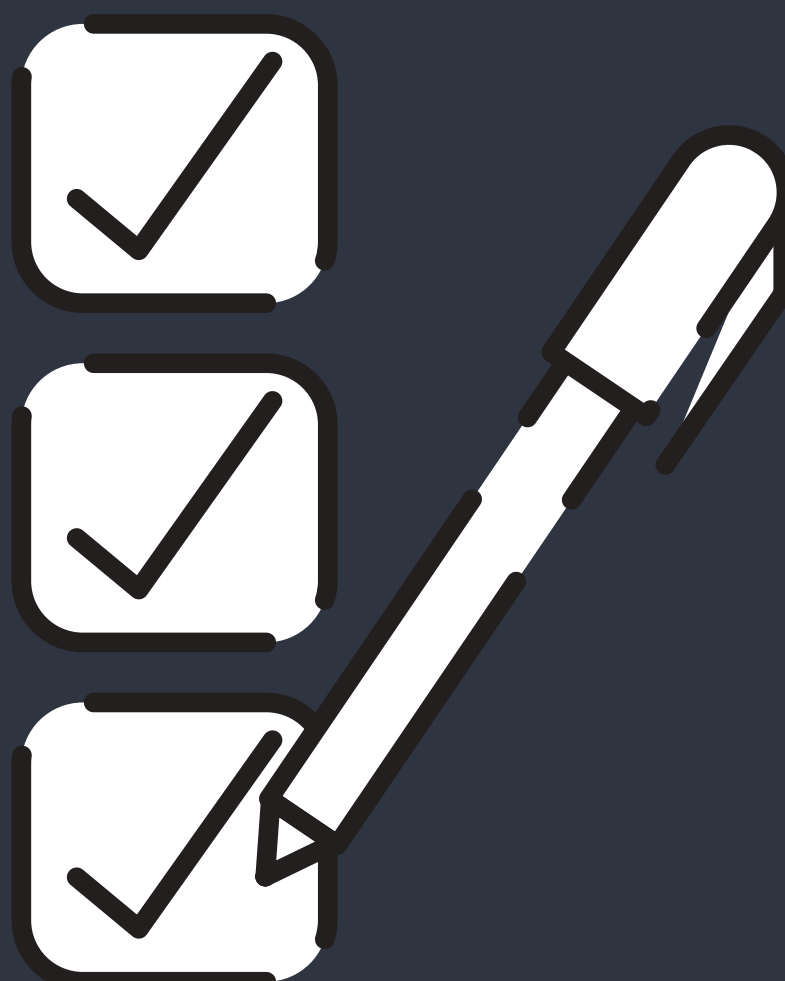
Orienting yourself

- Learn Anatomy of an open source project
- like [@learn.machinelearning](https://twitter.com/learnmachinelearning)
 - (Authors, Owners, Maintainers, Contributors, Community Members, LICENSE, README, CONTRIBUTING, CODE_OF_CONDUCT, documentation, Issue tracker, Pull requests, Discussion forums or mailing lists, Synchronous chat channel)



checklist before you contribute

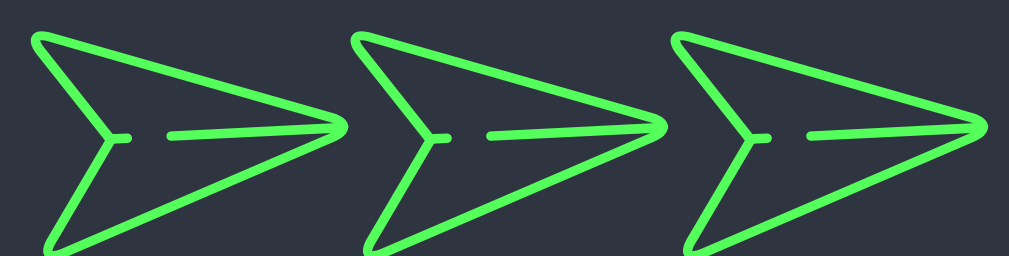
- Does it have a license? [@learn.machinelearning](#)
- When was the latest commit? How many contributors does the project have? How often do people commit?
- How many open issues are there? Do maintainers respond quickly to issues when they are opened? Is there active discussion on the issues? Are the issues recent? Are issues getting closed?
- How many open pull requests are there? Do maintainers respond quickly to pull requests when they are opened? Is there active discussion on the pull requests? Are the pull requests recent? How recently were any pull requests merged?



Best sites to discover projects

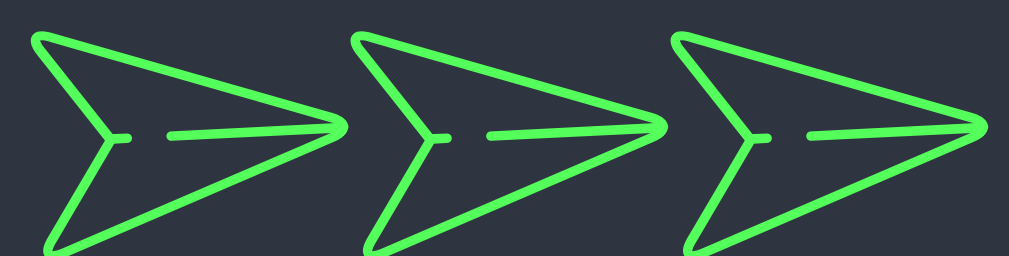
- GitHub Explore
- Open Source Friday
- First Timers Only
- CodeTriage
- 24 Pull Requests
- Up For Grabs
- Contributor-ninja
- First Contributions
- SourceSort

[@learn.machinelearning](#)



Best programs

- Google summer of code
- Git Coin
- Outreachy Internships
- GirlScript Summer of Code (GSSoC)
- Rails Girls Summer of Code (RGSOC)
- FSF [@learn.machinelearning](https://www.fsf.org/)
- X.Org
- SOCIS
- DataONE
- Linux Kernel development program
- Deeproot
- ICFOSS
- ICFOSS Fellowship
- FOSSEE
- GNOME internship program
- Many more



RESOURCES

CLICK THE LINKS TO GET RESOURCES

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- [Get started with Open Source](#)
- [How to Contribute to Open Source](#)
- [FIRST TIMERS ONLY](#)
- [Getting Started in Open Source](#)
- [Starting an Open Source Project](#)
- [Getting Started with Open Source](#)