

# The care of open source creatures



Vincent Sanders

# What am I on about?

An examination of:

- What a services a project ought to have
- What options exist to fulfil those requirements
- A practical look at some implementations.

# Open Source Life Cycle

- Planning
- Implementing
- Building
- Quality assurance
- Releasing

# Planning

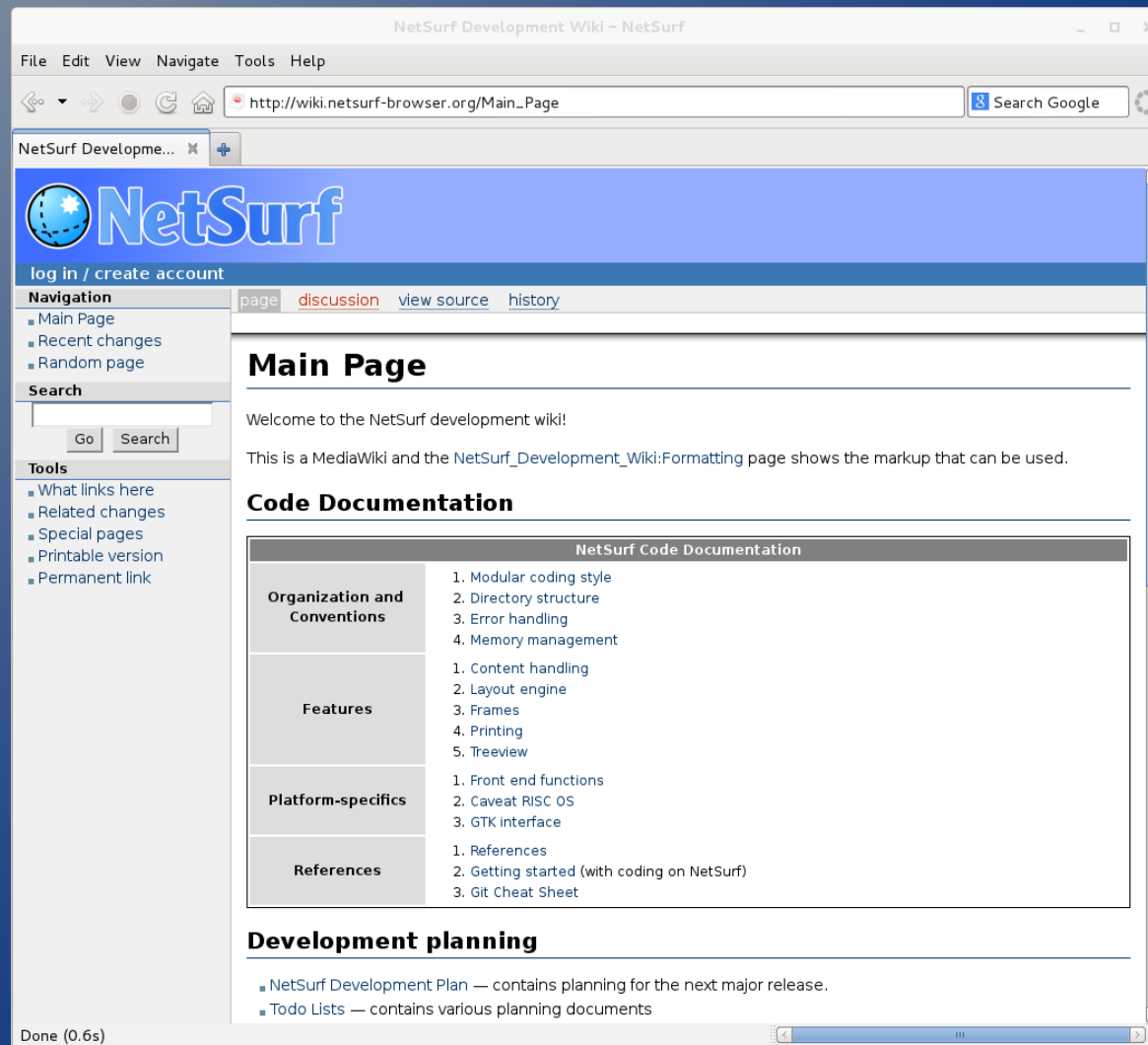
- Planning is usually a social activity
- Important to keep track of decisions
- Communication tools developers actually use
- Flexibility to achieve releases

# Planning Infrastructure

- IRC – creating channels on free networks like oftc or freenode is easy
- Email lists are less popular but easy way to communicate with lots of people
- Forums are easy to setup but can degenerate quickly
- Communication with users can occur here to get an idea of what they say they want.

# Planning Infrastructure

- A wiki is good for longer term info



# Implementing

- Code style
- Code documentation

# Implementing source control

- Source control is mandatory
- GIT won the argument
- Have a merge policy
- Have a review policy



# Implementing source control

- Gitano and cgkit are great

The screenshot shows a NetSurf browser window displaying the source control interface for the 'netsurf.git' repository. The browser's address bar shows 'http://git.netsurf-browser.org/netsurf.git/'. The page title is 'index : netsurf.git'. The interface includes a navigation bar with tabs for 'summary', 'refs', 'log', 'tree', 'commit', and 'diff'. The 'summary' tab is active, showing a list of branches and tags. Below the navigation bar, there are two tables: one for branches and one for tags. The branch table lists branches like 'chris/composite-text', 'chris/http2', 'chris/remove-libauto', 'master', 'release/3.1', 'release/3.2', 'stevef/cconfig', 'vince/nsgenupdates', 'vince/opstable', and 'vince/reformatpending'. The tag table lists tags 'release/3.2', 'release/3.1', and 'release/3.0'. At the bottom, there is a detailed view of the 'HEAD' commit, showing the commit message, author, age, files changed, and lines added/removed.

Branch	Commit message	Author	Age
chris/composite-text	Convert AlphaTemplate to a BitMap and then composite	Chris Young	10 months
chris/http2	Only enable HTTP/2.0 for https scheme.	Chris Young	5 months
chris/remove-libauto	Fix graphics.library	Chris Young	2 hours
master	Continue doxygen error cleanup.	Vincent Sanders	116 min.
release/3.1	Update version for 3.1 release	Vincent Sanders	6 months
release/3.2	Update version for release	Vincent Sanders	2 months
stevef/cconfig	Fix signedness of numeric conversion when populating cache config dialogue box.	Steve Fryatt	5 months
vince/nsgenupdates	improve the property specifier macros	Vincent Sanders	6 months
vince/opstable	update cocoa frontend to cope with split operation tables	Vincent Sanders	3 weeks
vince/reformatpending	change reformat to be driven from the scheduler like redraw	Vincent Sanders	4 months
[...]			

Tag	Download	Author	Age
release/3.2	release/3.2.tar.gz release/3.2.tar.bz2	Vincent Sanders	2 months
release/3.1	release/3.1.tar.gz release/3.1.tar.bz2	Vincent Sanders	6 months
release/3.0	release/3.0.tar.gz release/3.0.tar.bz2	Vincent Sanders	19 months

Age	Commit message	Author	Files	Lines
116 min.	Continue doxygen error cleanup. HEAD master	Vincent Sanders	13	-129/+244
7 hours	fix up more doxygen errors	Vincent Sanders	11	-75/+149
11 hours	Improve Doxygen documentation	Vincent Sanders	13	-37/+50
12 hours	Fix several doxygen issues	Vincent Sanders	17	-55/+59
35 hours	remove unneeded html render include	Vincent Sanders	1	-1/+0
36 hours	Improve content encoding information API	Vincent Sanders	8	-33/+28
2 days	add missing content header to windows gui	Vincent Sanders	1	-0/+1

# Building

- Master branch should always build
- Getting the software built should be easy
- Build process should be documented
- Continuous integration

# Building with Jenkins

- Jenkins is a CI tool
- Jobs can be triggered by GIT changes
- Jobs can be periodic
- Dependences between modules
- Good mechanisms for feedback


# Deploying Jenkins

Dashboard [Jenkins] - NetSurf

File Edit View Navigate Tools Help

http://ci.netsurf-browser.org/jenkins/ Search Google

Dashboard [Jenkins]







































 NetSurf

log in | sign up

Jenkins ▾ ENABLE AUTO REFRESH

People  
Build History

NetSurf - Continuous Integration System

All	Code Quality	Documentation	Libraries	NetSurf	Source	toolchains
S	W	Name	Last Success	Last Failure	Last Duration	
		<a href="#">buildsystem</a>	1 mo 6 days - <a href="#">#143</a>	1 mo 6 days - <a href="#">#142</a>	15 sec	
		<a href="#">coverage-libcss</a>	1 mo 6 days - <a href="#">#107</a>	N/A	1 min 29 sec	
		<a href="#">coverage-libdom</a>	1 mo 6 days - <a href="#">#145</a>	3 mo 17 days - <a href="#">#139</a>	11 min	
		<a href="#">coverage-libhubbub</a>	1 mo 6 days - <a href="#">#108</a>	N/A	52 sec	
		<a href="#">coverity-libcss</a>	5 days 12 hr - <a href="#">#34</a>	N/A	2 min 28 sec	
		<a href="#">coverity-libdom</a>	8 hr 22 min - <a href="#">#36</a>	N/A	59 sec	
		<a href="#">coverity-libhubbub</a>	3 days 23 hr - <a href="#">#32</a>	N/A	27 sec	
		<a href="#">coverity-libparserutils</a>	6 days 8 hr - <a href="#">#33</a>	N/A	24 sec	
		<a href="#">coverity-libwapcaplet</a>	3 days 8 hr - <a href="#">#35</a>	N/A	15 sec	
		<a href="#">coverity-netsurf</a>	1 day 10 hr - <a href="#">#69</a>	N/A	8 min 12 sec	
		<a href="#">cppcheck-netsurf</a>	4 days 23 hr - <a href="#">#50</a>	N/A	39 min	
		<a href="#">docs-netsurf</a>	9 min 17 sec - <a href="#">#1614</a>	N/A	4 min 19 sec	
		<a href="#">libcss</a>	1 mo 6 days - <a href="#">#190</a>	2 mo 5 days - <a href="#">#186</a>	5 min 25 sec	
		<a href="#">libdom</a>	1 mo 6 days - <a href="#">#259</a>	N/A	27 min	
		<a href="#">libhubbub</a>	1 mo 6 days - <a href="#">#176</a>	1 mo 6 days - <a href="#">#175</a>	4 min 44 sec	
		<a href="#">libnsbmp</a>	1 mo 6 days - <a href="#">#128</a>	1 mo 6 days - <a href="#">#127</a>	27 sec	
		<a href="#">libnsfb</a>	1 mo 6 days - <a href="#">#58</a>	N/A	25 sec	
		<a href="#">libnsgif</a>	1 mo 6 days - <a href="#">#145</a>	N/A	1 min 10 sec	
		<a href="#">libparserutils</a>	1 mo 6 days - <a href="#">#203</a>	N/A	2 min 42 sec	

Build Queue

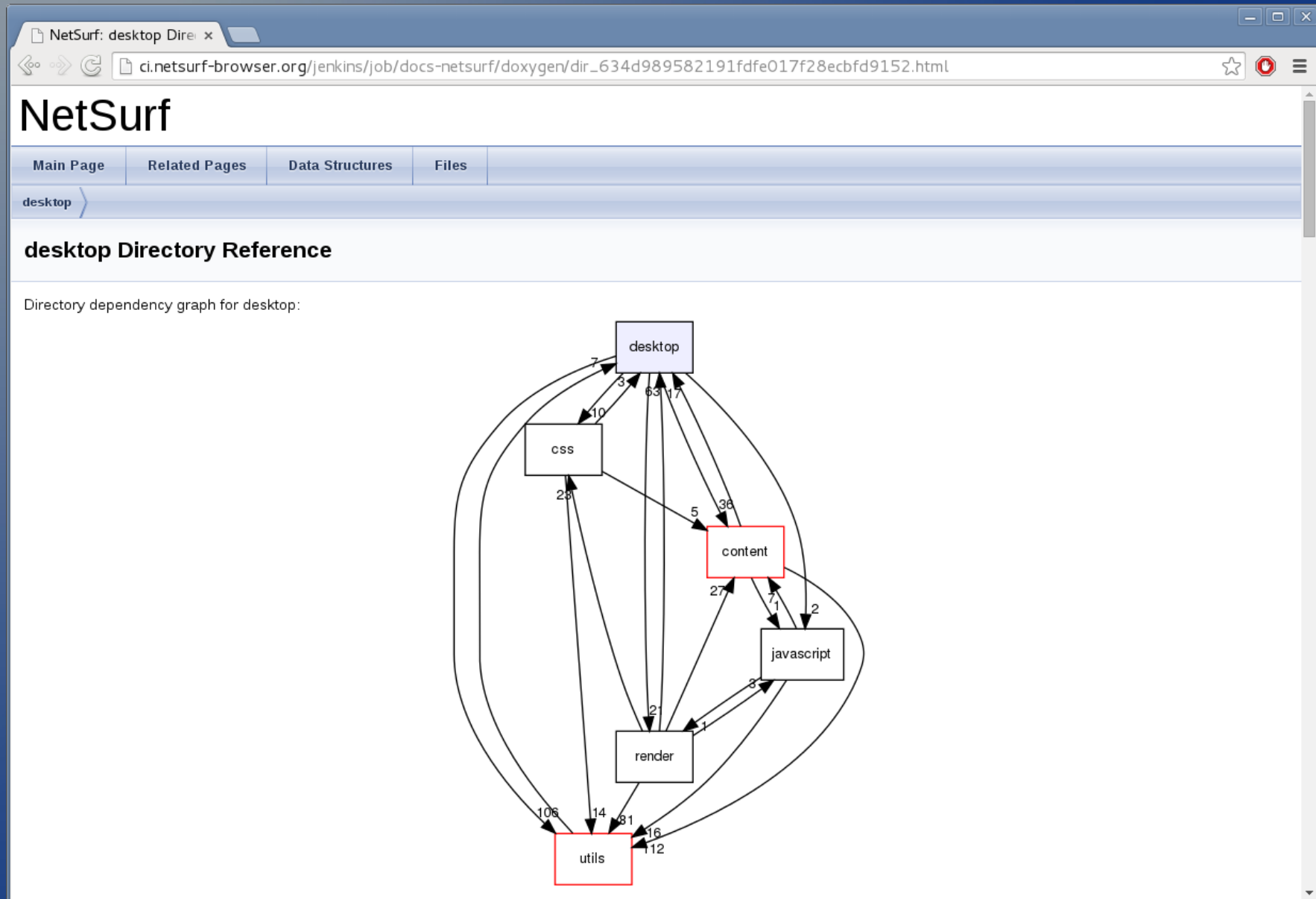
[scan-build-netsurf](#)

Build Executor Status

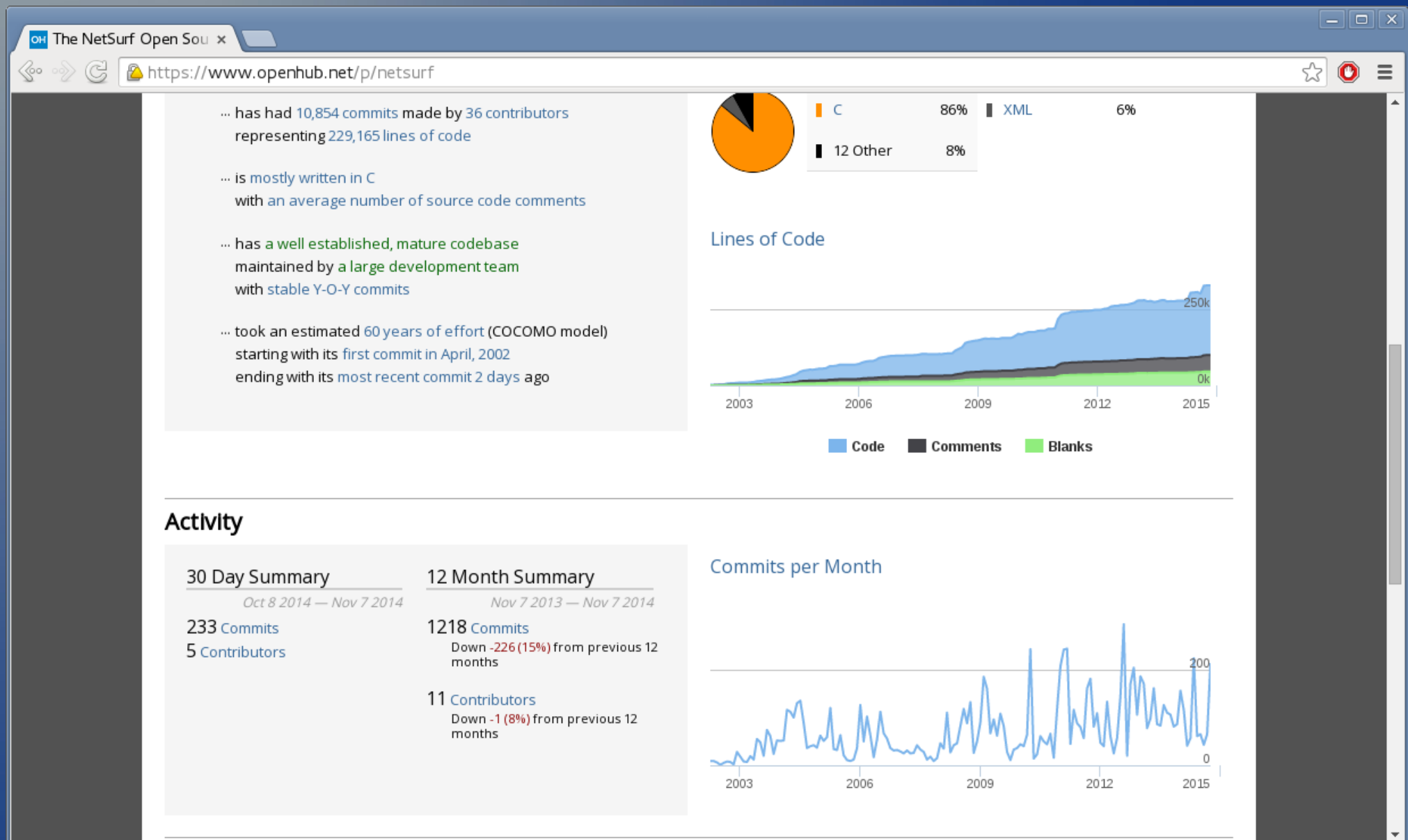
#	Status
	<a href="#">master</a>
1	Idle
	<a href="#">cislave0</a>
1	Idle
2	Idle
	<a href="#">cislave1</a>
1	Idle
	<a href="#">cislave2</a>
1	Idle
	<a href="#">cislave3</a>
1	Idle
	<a href="#">cislave4</a>
1	Idle
	<a href="#">cislave5</a>
1	Idle
	<a href="#">cislave6</a>
1	Idle
	<a href="#">cislave7</a>
1	Idle

Done (0.4s)

# Deploying Jenkins



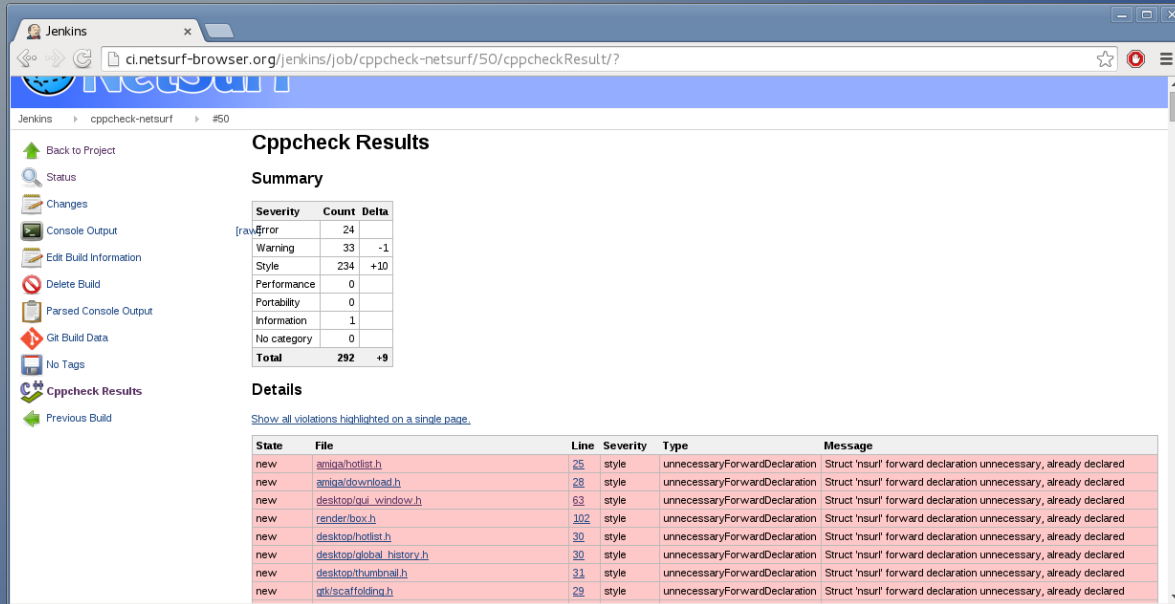
# Metrics



# Quality Assurance

- Static analysis
- Unit testing
- System testing
- Issue tracking
- Metrics

# Static analysis

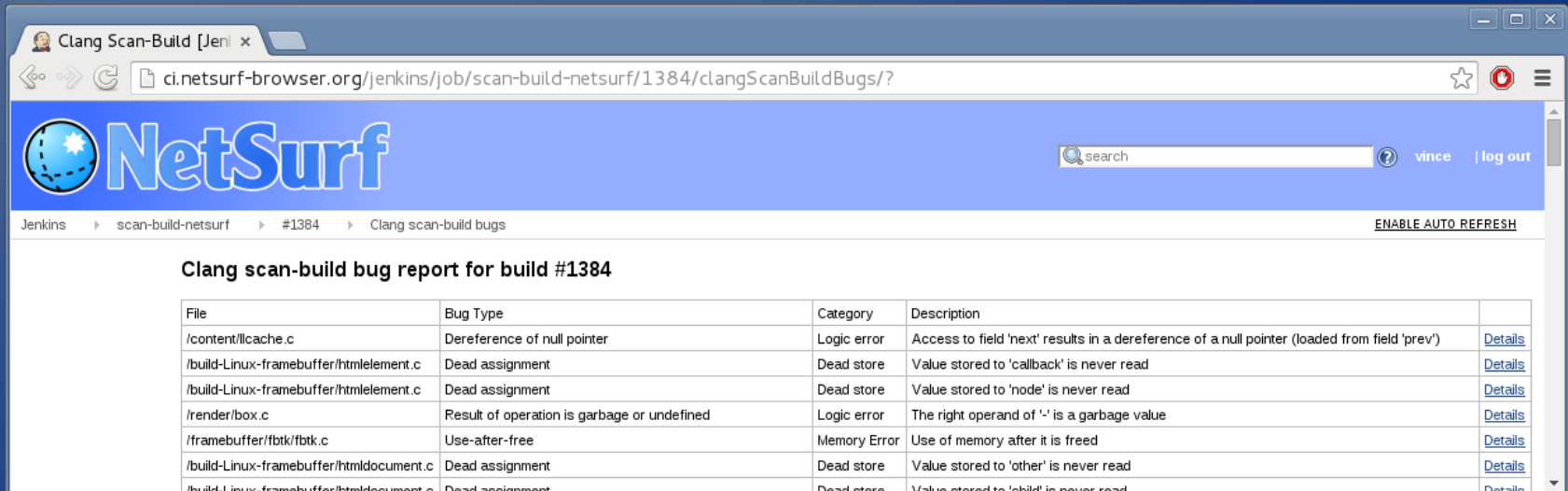


The screenshot shows the Jenkins web interface for a Cppcheck analysis. The browser address bar indicates the URL is `ci.netsurf-browser.org/jenkins/job/cppcheck-netsurf/50/cppcheckResult/`. The page title is "Cppcheck Results". On the left, a sidebar contains navigation links: "Back to Project", "Status", "Changes", "Console Output", "Edit Build Information", "Delete Build", "Parsed Console Output", "Git Build Data", "No Tags", "Cppcheck Results" (highlighted), and "Previous Build". The main content area has a "Summary" section with a table showing the distribution of error types. Below this is a "Details" section with a link to "Show all violations highlighted on a single page." and a table of individual violations.

Severity	Count	Delta
Error	24	
Warning	33	-1
Style	234	+10
Performance	0	
Portability	0	
Information	1	
No category	0	
<b>Total</b>	<b>292</b>	<b>+9</b>

State	File	Line	Severity	Type	Message
new	amiga/hotlist.h	25	style	unnecessaryForwardDeclaration	Struct 'nsurf' forward declaration unnecessary, already declared
new	amiga/download.h	28	style	unnecessaryForwardDeclaration	Struct 'nsurf' forward declaration unnecessary, already declared
new	desktop/gui_window.h	63	style	unnecessaryForwardDeclaration	Struct 'nsurf' forward declaration unnecessary, already declared
new	render/box.h	102	style	unnecessaryForwardDeclaration	Struct 'nsurf' forward declaration unnecessary, already declared
new	desktop/hotlist.h	30	style	unnecessaryForwardDeclaration	Struct 'nsurf' forward declaration unnecessary, already declared
new	desktop/global_history.h	30	style	unnecessaryForwardDeclaration	Struct 'nsurf' forward declaration unnecessary, already declared
new	desktop/thumbnail.h	31	style	unnecessaryForwardDeclaration	Struct 'nsurf' forward declaration unnecessary, already declared
new	gtk/scarfolding.h	29	style	unnecessaryForwardDeclaration	Struct 'nsurf' forward declaration unnecessary, already declared



The screenshot shows the Jenkins web interface for a Clang Scan-Build bug report. The browser address bar indicates the URL is `ci.netsurf-browser.org/jenkins/job/scan-build-netsurf/1384/clangScanBuildBugs/`. The page title is "Clang scan-build bug report for build #1384". The header includes the NetSurf logo, a search bar, and user information "vince | log out". Below the header, the page title "Clang scan-build bug report for build #1384" is repeated. A table lists the detected bugs, including their file locations, types, categories, and descriptions. Each row has a "Details" link for more information.

File	Bug Type	Category	Description	
/content/lcache.c	Dereference of null pointer	Logic error	Access to field 'next' results in a dereference of a null pointer (loaded from field 'prev')	<a href="#">Details</a>
/build-Linux-framebuffer/htmllement.c	Dead assignment	Dead store	Value stored to 'callback' is never read	<a href="#">Details</a>
/build-Linux-framebuffer/htmllement.c	Dead assignment	Dead store	Value stored to 'node' is never read	<a href="#">Details</a>
/render/box.c	Result of operation is garbage or undefined	Logic error	The right operand of '-' is a garbage value	<a href="#">Details</a>
/framebuffer/ftbtk/ftbk.c	Use-after-free	Memory Error	Use of memory after it is freed	<a href="#">Details</a>
/build-Linux-framebuffer/htmlldocument.c	Dead assignment	Dead store	Value stored to 'other' is never read	<a href="#">Details</a>
/build-Linux-framebuffer/htmlldocument.c	Dead assignment	Dead store	Value stored to 'child' is never read	<a href="#">Details</a>



# Static Analysis

Coverity® Connect :: 1 x

https://scan6.coverity.com:8443/reports.htm#v26433/p10440/fileInstanceId=21159668&defectInstanceId=7228653&mergedDefectId=70

NetSurf Browser

Help Guided Tour Return to Dashboard vince@netsurf-browser.org Enter CID(s)

Issues: By Snapshot | Outstanding Defects Filters: Issue Kind, Classification

CID	Type	Impact	Status	First Detected	Owner	Classification	Severity	Action
1251161	Pointer to local outside scope	High	New	11/07/14	Unassign	Unclassified	Unspecified	Undecided
1109875	Resource leak	High	Triaged	10/22/13	Unassign	Bug	Minor	Fix Required
1251039	Identical code for different branches	Medium	New	11/04/14	Unassign	Unclassified	Unspecified	Undecided
1251038	Argument cannot be negative	Medium	New	11/04/14	Unassign	Unclassified	Unspecified	Undecided
1250328	Logically dead code	Medium	New	10/31/14	Unassign	Unclassified	Unspecified	Undecided
1231845	Untrusted value as argument	Medium	New	08/18/14	Unassign	Unclassified	Unspecified	Undecided
1129523	Logically dead code	Medium	Triaged	11/17/13	Unassign	Pending	Unspecified	Undecided

1 of 18 issues selected

html.c

1. Condition `html != NULL`, taking true branch

2135 `assert(html != NULL);`

2136

2. Condition `op == CONTENT_ENCODING_SOURCE`, taking true branch

2137 `if (op == CONTENT_ENCODING_SOURCE) {`

2138 `char enc_token[10] = "Encoding0";`

2139 `enc_token[8] = '0' + html->encoding_source;`

3. `local_addr`: Address of local variable `enc_token`.

4. `identity_transfer`: Passing `enc_token` as argument 1 to function `messages_get`, which returns that argument. [\[show details\]](#)

CID 1251161 (#1 of 1): Pointer to local outside scope (RETURN\_LOCAL)

5. `return_local_addr_identity`: Returning result of calling `messages_get`.

2140 `return messages_get(enc_token);`

2141 `}`

2142

2143 `return html->encoding;`

2144 `}`

2145

2146

**1251161 Pointer to local outside scope**

Dereferencing the returned or out-of-scope stack pointer will access an invalid location on the stack after its scope or after the function returns.

In `html_encoding`: Pointer to a local stack variable returned or used outside scope ([CWE-562](#))

Classification:

Severity:

Action:

Ext. Reference:

Owner:

Enter comments (See the Triage History section below for previous comments)

Apply + Next Apply

Projects & Streams

Detection History

Triage History

Occurrences

1:

Events contributing to defect:

3 `local_addr` html.c:2140

4 `identity_transfer` html.c:2140


# Issue tracking

- All issue tracking systems are not ideal
- Go with the system that the fewest number of developers dislike
- Remember users have to report issues with it.
- The issue tracker needs a maintainer to be useful
- Double edged sword.

# Mantis

View Issues - MantisB x

bugs.netsurf-browser.org/mantis/view\_all\_bug\_page.php?page\_number=1



Logged in as: vince (Vincent Sanders - administrator)2014-11-09 01:25 GMTProject: NetSurfSwitch

[My View](#) | [View Issues](#) | [Report Issue](#) | [Change Log](#) | [Roadmap](#) | [Summary](#) | [Manage](#) | [My Account](#) | [Logout](#)

Issue #Jump

Recently Visited: 0002216, 0002214, 0002185

Reporter:	Monitored By:	Assigned To:	Category:	Severity:	Resolution:	Profile:
any	any	any	any	any	any	any
Status:	Hide Status:		Product Version:	Fixed in Version:	Target Version:	Priority:
any	resolved (And Above)		any	any	any	any
Show:	View Status:	Show Sticky Issues:	Changed(hrs):	Use Date Filters:	Relationships:	
50	any	Yes	6	No	any	
Platform:	OS:	OS Version:	Tags:			
any	any	any				
Fixed in CI build #	Reported in CI build #	URL of problem page				
any	any	any				
Note By:	any	Sort by:	Updated Descending			
Match Type:	All Conditions					

Search

Apply Filter

[ Advanced Filters ] [ Create Permalink ]

Reset FilterSave Current Filter

Viewing Issues (1 - 50 / 231) [ Print Reports ] [ CSV Export ] [ Excel Export ] [ XML Export ] [ Graph ]

[ First Prev 1 2 3 4 5 Next Last ]

	ID	#	Severity	Status	Date Submitted	Updated	Summary
<input type="checkbox"/>	<a href="#">0002216</a>	1	crash	acknowledged	2014-11-07	2014-11-08	Crash while browsing BBC site
<input type="checkbox"/>	<a href="#">0002197</a>	2	crash	acknowledged	2014-09-09	2014-11-05	Assertion fail when rendering whatif.xkcd.com
<input type="checkbox"/>	<a href="#">0002211</a>	1	crash	acknowledged	2014-10-27	2014-11-05	Crash in Google Translate
<input type="checkbox"/>	<a href="#">0002174</a>	1	minor	acknowledged	2014-07-24	2014-11-05	Failed writing header
<input type="checkbox"/>	<a href="#">0002212</a>	4	crash	acknowledged	2014-10-27	2014-11-03	Crash on BBC News site.
<input type="checkbox"/>	<a href="#">0002214</a>	2	crash	feedback (Chris Young)	2014-11-02	2014-11-02	Crash on muidev.de
<input type="checkbox"/>	<a href="#">0002185</a>	3	minor	feedback (Chris Young)	2014-08-23	2014-10-25	Save as IFF option still save images as PNG
<input type="checkbox"/>	<a href="#">0001953</a>		feature	assigned (Michael Drake)	2006-01-18	2014-10-10	Extracting URLs from global history
<input type="checkbox"/>	<a href="#">0001929</a>	1	feature	assigned (Michael Drake)	2005-11-23	2014-10-10	facility to copy from global history to hotlist
<input type="checkbox"/>	<a href="#">0001960</a>		feature	assigned (Michael Drake)	2006-07-05	2014-10-10	Allow Object URLs to be added to hotlist/dragged from URL
<input type="checkbox"/>	<a href="#">0001991</a>		feature	assigned (Michael Drake)	2008-02-21	2014-10-10	Cut and paste Hotlist
<input type="checkbox"/>	<a href="#">0000443</a>	1	minor	assigned (Michael Drake)	2007-10-03	2014-10-10	global history expires incorrectly

# Releasing

- All components of a project come together
- Tested build possibly with known issues
- Unreleased software does not exist
- The easier they are to make the more you do

# Practical Releasing

- Create CI jobs triggered from a git tag
- Use git sub modules to create a unified source
- Use the CI system to perform build from generated source in known build environment.

# Wrapping up

- These are all the parts an open source creature needs to thrive
- Just because a project has these components does not mean it will survive
- The outcome should justify the effort

Any Questions?

# The care of open source creatures



Book image from [GrrlScientist](#) on flickr



# What am I on about?

An examination of:

- What a services a project ought to have
- What options exist to fulfil those requirements
- A practical look at some implementations.

**Application Lifecycle Management** – horrid term but in common usage

Like Team foundation Server but open source and not crappy

If a project has more than a couple of active developers these are the kind of things that make those people more productive.

The infrastructure should give benefits quickly but be robust enough to grow and adapt

Keep it simple stupid, do not waste more developer time with infrastructure than you gain. This stuff is meant to let you spend more time doing software

Historically sourceforge provided a lot of this, nowadays it is github.

# Open Source Life Cycle

- Planning
- Implementing
- Building
- Quality assurance
- Releasing

What are the main areas in our lifecycle?

Usually a formal approach has planning and specifications. This is open source, generally we work by consensus and planning is informal at best but it is there. This is not an area technology really helps with and is more a social area. Having said that a wiki is a cheap and easy way to make sure developers ideas do not get lost.

The source code, this is where developers spend most of their effort and scratch their itches, we are generally pretty good at this but it needs managing so revision control systems are needed.

Building the code in all the configurations and environments the project supports can be hard. Continuous integration helps here

QA, Testing, everyone runs their tests all the time before they check in their code, right? Yeah that is what I thought. Having the tests run automatically means you know how healthy the project is

Releasing code is what it is all about. Without this users do not get your software and Debian packages cannot be made. Again CI helps but so does an issue tracker. Especially helpful if the issue tracker allows you to keep track of releases useful for release notes.

# Planning

- Planning is usually a social activity
- Important to keep track of decisions
- Communication tools developers actually use
- Flexibility to achieve releases

Most developers do planning in an informal way.

None of these are useful unless developers actually use them, do not implement these unless there is consensus they will be used.

These communication channels are also often where potential new developers join in so its useful to have an easy way to provide answers to all the questions that get repeated a lot (especially gsoc)

No plan survives contact with the enemy, learn to be flexible and ensure your tools are too.

## Planning Infrastructure

- IRC – creating channels on free networks like oftc or freenode is easy
- Email lists are less popular but easy way to communicate with lots of people
- Forums are easy to setup but can degenerate quickly
- Communication with users can occur here to get an idea of what they say they want.

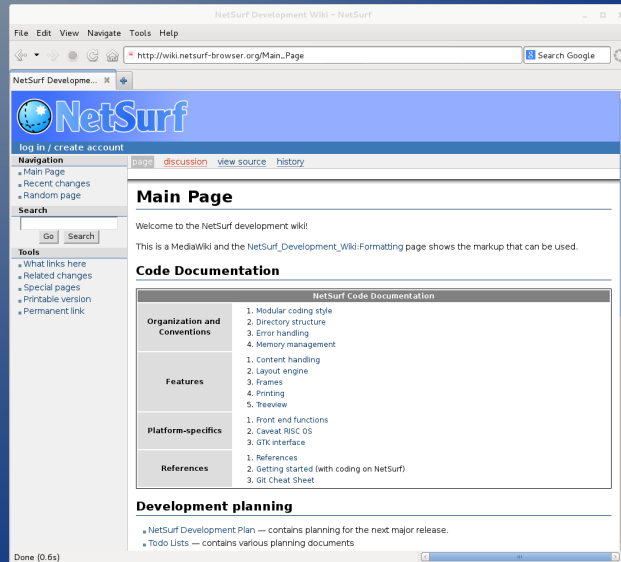
Practically IRC is invaluable for geographically dispersed groups and helps with short term coordination

Email lists or forums are ideal ways to keep in contact with others for with an more permanent record

Forums, especially user forums need ruling with a strong hand to stop them wandering off topic.

# Planning Infrastructure

- A wiki is good for longer term info



Wiki is useful for info that is longer term in nature and the easy changeability means you can put info in quickly

Needs gardening if it not to become a spam infested waste of time.

Debian has many to choose from pick one that suits.

## Implementing

- Code style
- Code documentation

This is the bit most developers actually want to do. Personally I love the intellectual rewards

A project should have at least a basic agreement on coding style to stop edit wars breaking out

Basic inline code documentation is useful but it needs maintaining to remain useful

## Implementing source control

- Source control is mandatory
- GIT won the argument
- Have a merge policy
- Have a review policy

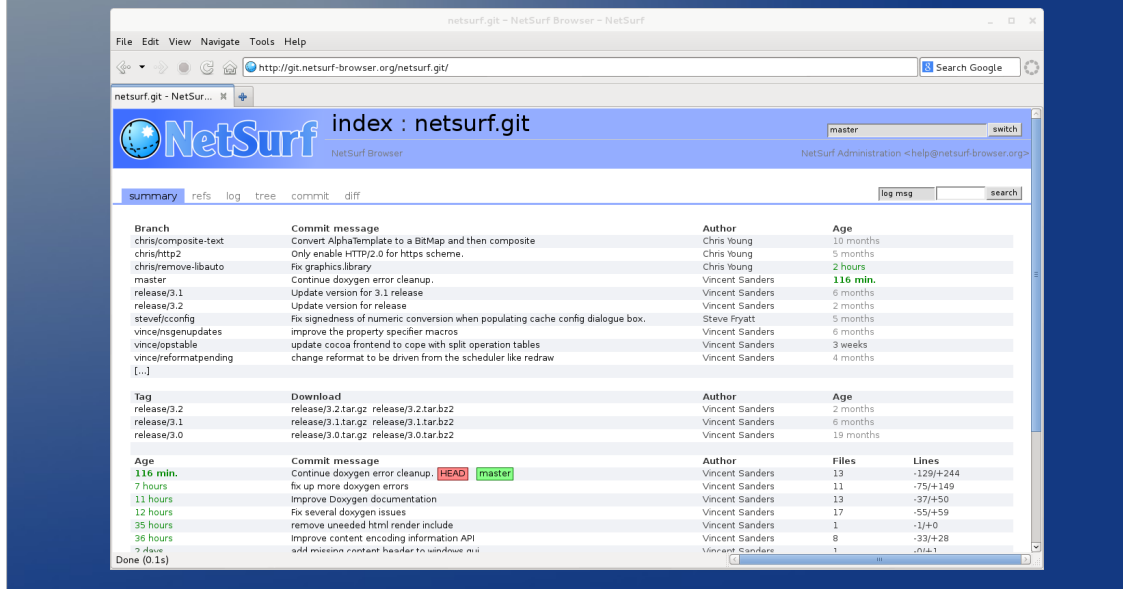
Any project that does not have a easily accessible revision control system is just plain broken.

I have used everything from SCCS through SVN, bzd, perforce and sourcesafe (you may mock me now) and some of those did some things better but GIT won the argument, even emacs is switching.

Make sure you have a sensible merge policy and if you are doing code review ensure the process is clear or it will be ignored.

# Implementing source control

- Gitano and cgkit are great



Gitano is an excellent git server,  
encourage Daniel to develop it and  
get it packaged

Cgit is a great tool especially with a  
forest of trees.

Failing that there are lots of options or  
github is always there if you are  
willing to use their merge/review  
model. Heck you even get a basic  
website interface through github if  
you want.



## Building

- Master branch should always build
- Getting the software built should be easy
- Build process should be documented
- Continuous integration

Software is no good if developers cannot build it.

Continuous integration is a wonderful tool to ensure the software is always buildable

Especially important if your project has multiple components or architectures.

The more different ways a project can be built to more scope there is that a developer checking in their code will not have tested the alternatives

## Building with Jenkins

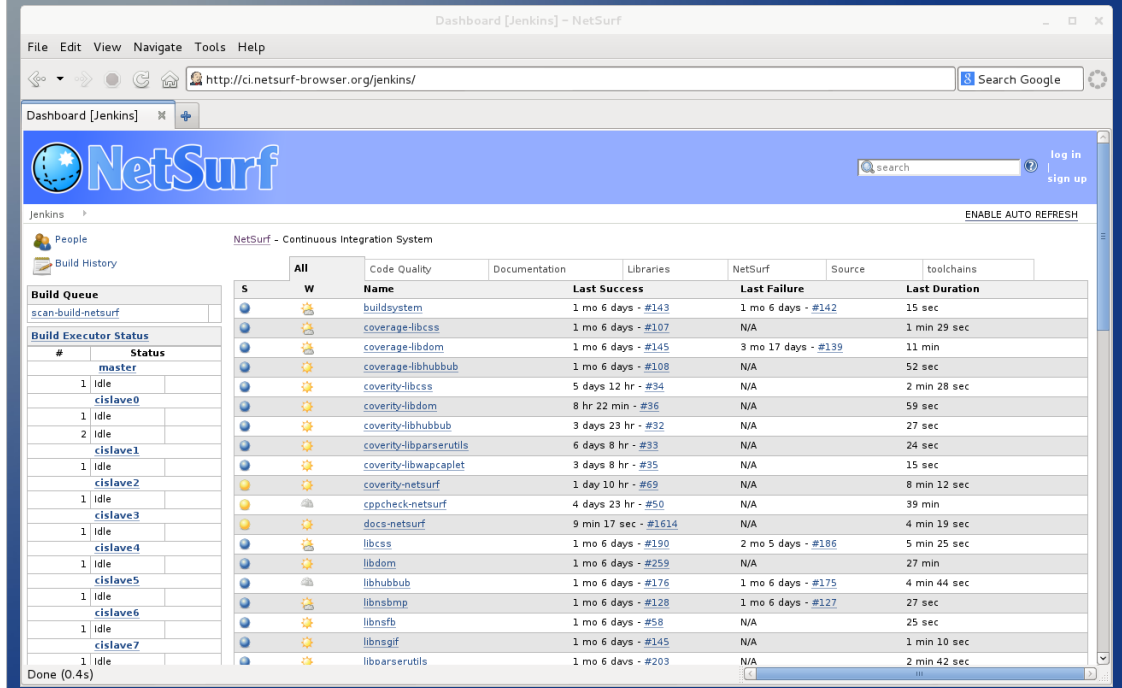
- Jenkins is a CI tool
- Jobs can be triggered by GIT changes
- Jobs can be periodic
- Dependences between modules
- Good mechanisms for feedback

If you are using github their infrastructure integrates travis CI for the rest of us jenkins is probably least bad.

The web based interface and large number of plugins make it easy to deploy.

Start with a small number of jobs and build up means large reward for small initial investment.

# Deploying Jenkins



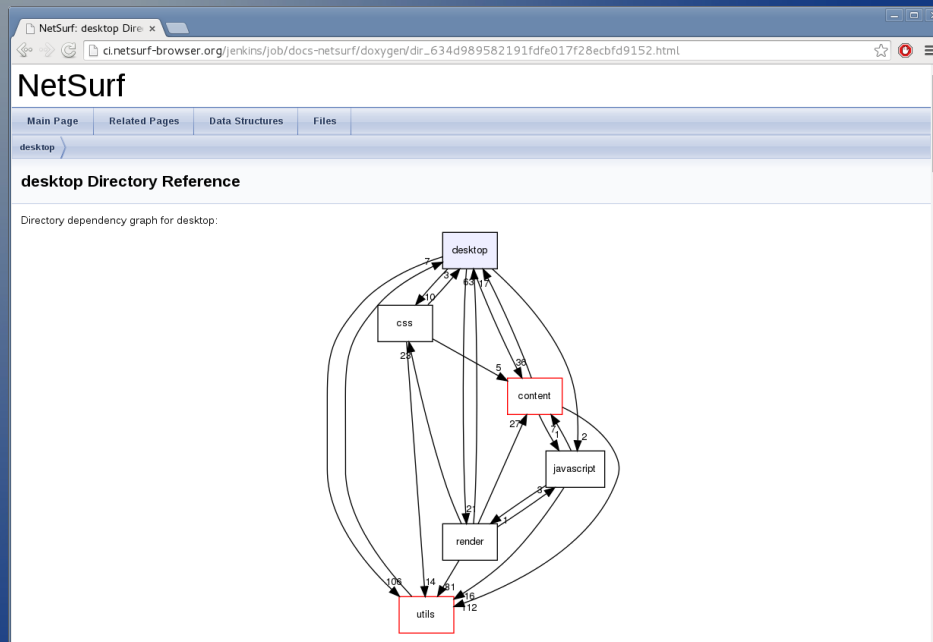
## DEMO

I deployed jenkins for the netsurf project more than 18months ago

Started with small number of jobs and now now it build all the libraries and netsurf for 9 OS

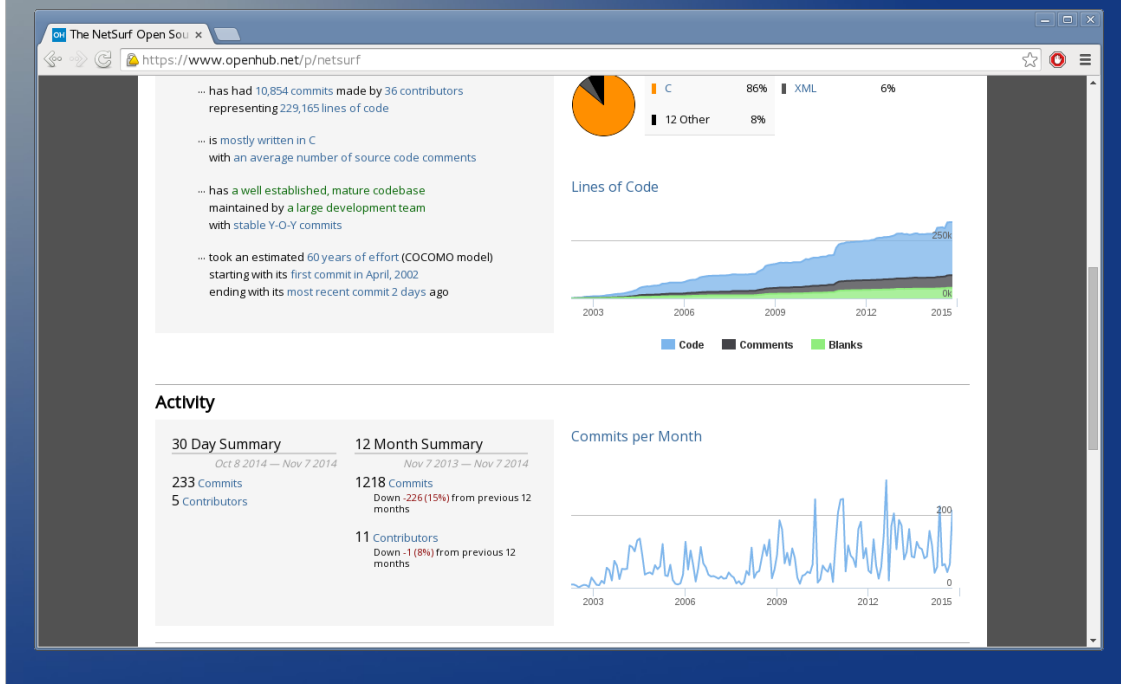
Netsuf job builds multiple configurations (with clang and gcc for nine toolkits)

# Deploying Jenkins



Jobs can be added to ensure things like the code documentation (via doxygen) is updated at the same time as code is built.

# Metrics



Can add other jobs like metrics but sites like oholu now black duck open hub provide these and this kind of info is not hugely helpful

# Quality Assurance

- Static analysis
- Unit testing
- System testing
- Issue tracking
- Metrics

Static analysis is a powerful tool that can help find issues before your users do. It is only part of the story but works best when automated and a developer does not have to do anything. No new regressions is helpful target with this.

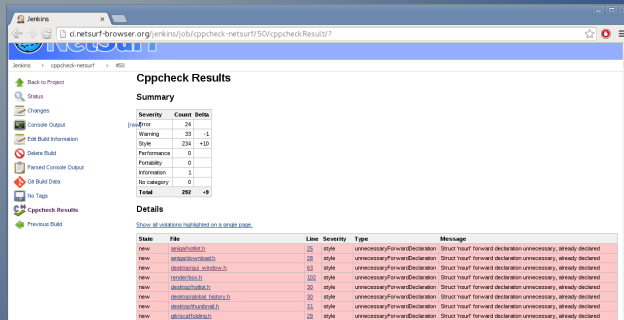
A project should have at least some basic unit testing although this gets missed a lot. Again automation of running the tests is best. Gamification helps

System testing is hard but useful if it can be implemented.

An issue tracker is a useful tool both for keeping track of QA issues and for bugs found by users in releases.

Metrics are pretty but do not serve much beyond that

# Static analysis

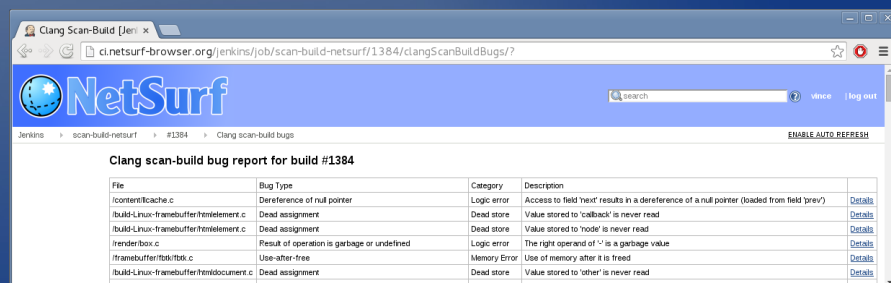


The screenshot shows the Jenkins interface for a Cppcheck job. The 'Summary' section provides a high-level overview of the analysis results.

Severity	Count	Delta
Error	24	
Warning	33	-1
Style	234	+10
Performance	0	
Portability	0	
Information	1	
No category	0	
<b>Total</b>	<b>292</b>	<b>-9</b>

The 'Details' section lists individual findings with columns for File, Line, Severity, Type, and Message.

File	Line	Severity	Type	Message
new	15	style	unnecessaryForwardDeclaration	Struct 'test' forward declaration unnecessary, already declared
new	28	style	unnecessaryForwardDeclaration	Struct 'test' forward declaration unnecessary, already declared
new	33	style	unnecessaryForwardDeclaration	Struct 'test' forward declaration unnecessary, already declared
new	102	style	unnecessaryForwardDeclaration	Struct 'test' forward declaration unnecessary, already declared
new	103	style	unnecessaryForwardDeclaration	Struct 'test' forward declaration unnecessary, already declared
new	104	style	unnecessaryForwardDeclaration	Struct 'test' forward declaration unnecessary, already declared
new	105	style	unnecessaryForwardDeclaration	Struct 'test' forward declaration unnecessary, already declared
new	106	style	unnecessaryForwardDeclaration	Struct 'test' forward declaration unnecessary, already declared
new	107	style	unnecessaryForwardDeclaration	Struct 'test' forward declaration unnecessary, already declared
new	108	style	unnecessaryForwardDeclaration	Struct 'test' forward declaration unnecessary, already declared



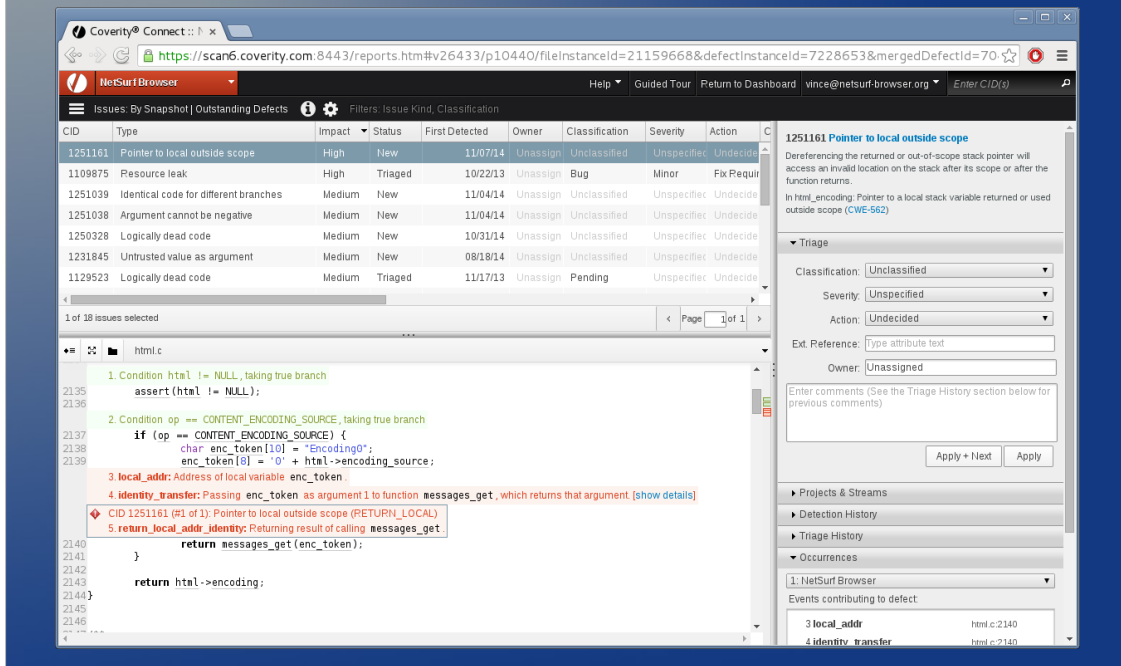
The screenshot shows the Jenkins interface for a Clang Scan-Build job. The 'Clang scan-build bug report for build #1384' section lists specific bugs found during the scan-build process.

File	Bug Type	Category	Description
/content/cache.c	Derference of null pointer	Logic error	Access to field 'prev' results in a derference of a null pointer (loaded from field 'prev')
/build-Linux-framebuffer/frameelement.c	Dead assignment	Dead store	Value stored to 'callback' is never read
/build-Linux-framebuffer/frameelement.c	Dead assignment	Dead store	Value stored to 'node' is never read
/renderbox.c	Result of operation is garbage or undefined	Logic error	The right operand of '-' is a garbage value
/framebuffer/fbs/fbs.c	Use-after-free	Memory Error	Use of memory after it is freed
/build-Linux-framebuffer/frameelement.c	Dead assignment	Dead store	Value stored to 'other' is never read
/build-Linux-framebuffer/frameelement.c	Dead assignment	Dead store	Value stored to 'label' is never read

Static analysis is powerful for netsurf  
we have CI jobs that run scan-build  
(clang) , cppcheck and the  
proprietary but free (beer) coverity

The free tools are ok but have a lot of  
false positives and are difficult to  
manage.

# Static Analysis



Coverity is much easier to use and worthwhile looking at for any open source project as you can use their free scan service.

I wrote a lot about this in a blog post  
Error analysis is the sweet spot for improvement



## Issue tracking

- All issue tracking systems are not ideal
- Go with the system that the fewest number of developers dislike
- Remember users have to report issues with it.
- The issue tracker needs a maintainer to be useful
- Double edged sword.

Issue trackers seem to be like mail clients, they all suck, some less than others

If your project went with github they have an integrated solution, if not practical options are basically bugzilla, trac or mantis

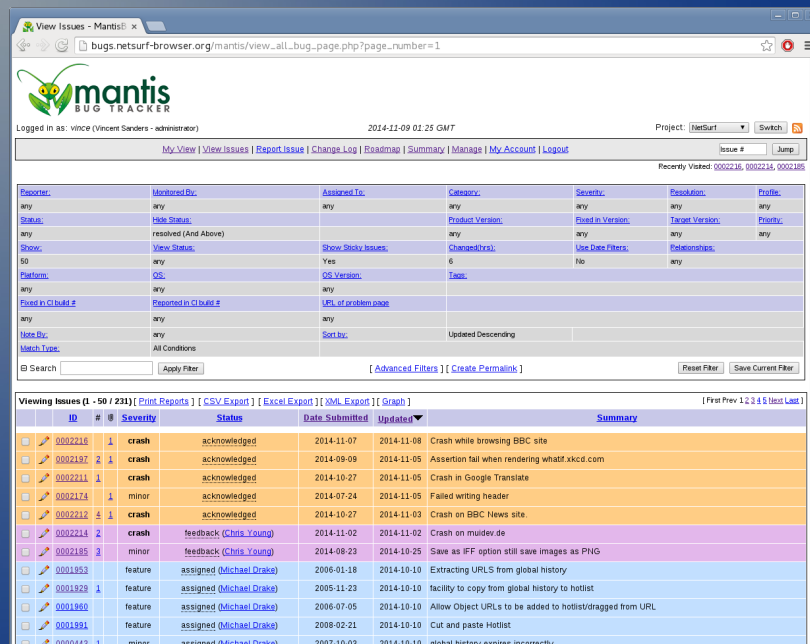
Bugzilla is ubiquitous and hard to admin.

Trac gives you a wiki as well as issue tracker and source viewer but forces a workflow

Mantis is very simple, is usable without javascript/html5 features making it fast to use. The simplicity could be limiting if your project needs more but remember the maintenance burden.

Users need training in whatever tool, its a big investment.

# Mantis



Netsurf deployed mantis

Importing the old data from sourceforge took a lot of time and we **never** look at the historical data

I spend an hour a week minimum just ensuring new bugs are acknowledged and basic triage.

We benefit from it by users reporting issues with CI builds quickly

We have a large backlog of unreproducible crash bugs on minority platforms which appear to be caused by external factors. Users feel slighted if you just close them.

# Releasing

- All components of a project come together
- Tested build possibly with known issues
- Unreleased software does not exist
- The easier they are to make the more you do

A release is an opportunity for the developers to get all the moving parts of their project in a state it can be used by non-developers

Allows more in depth QA and gives confidence to users they can update.

As far as users are concerned if it is unreleased the software does not exist.

The easier the release process is for developers the less anxiety over a release there is.

One strategy is to use the CI system to publish builds all the time so the difference between a release build and a CI build is negligible aka continuous deployment

## Practical Releasing

- Create CI jobs triggered from a git tag
- Use git sub modules to create a unified source
- Use the CI system to perform build from generated source in known build environment.

Release process for sub modules is as simple as  
`git tag -s -m 'Official Release'`  
`release/<version number>`

```
git push --tags
```

Then updating the sub modules in the netsurf-all repo  
and pushing a signed tag to that

CI will generate the source tarballs and build them  
without human involvement. Release can be  
mechanically generated in under 30 minutes. Most  
time is spent checking we are releasing what we  
intend to.

Process in wiki

## Wrapping up

- These are all the parts an open source creature needs to thrive
- Just because a project has these components does not mean it will survive
- The outcome should justify the effort

The health of open source projects, like any creature, are not solely dependant on the care given to them. If there is no demand for the software then a project will die as developers move away and do something more interesting but without care a project will definitely fail

Developers should always consider the overhead of implementing things and ensure they will get a worthwhile return

I once killed a Tamagotchi in 90 minutes, maybe there are better ways.

Any Questions?