

Ubuntu Developer Week

August 31–September 04 2009

What is Ubuntu Developer Week all about?

You are excited about Ubuntu, always had the feeling you want to “give back” in one form or the other and you didn’t know how? Ubuntu Developer Week is the perfect opportunity for you to get involved and get a closer look at what’s happening behind the scenes. Make sure you mark the dates from Monday, 31st August 2009 to Friday, 4th September 2009 in your calendar!

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What is Ubuntu Developer Week all about?

During the week we will have developers who will spend an hour each to talk about a variety of subjects around Ubuntu (and general Open Source) Development on IRC. They will explain in detail how to be part of the movement and introduce you to the interesting parts of their daily work. Every session will be one hour long and you will have time to ask all your questions. It was important to us to focus on hands-on sessions, where you get to play around with the tools and get to immediately try it all out.

- You like to make things work again?
- You like learning something new?
- You like working on software?
- You like working with fantastic people?

If you can answer at least one of the questions above with “YES!”, Ubuntu Developer Week definitely is the right thing for you.

All information is available at:

<https://wiki.ubuntu.com/UbuntuDeveloperWeek>

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Ubuntu Development

The way in which Ubuntu is developed is transparent to everybody and open to any contributor who demonstrates the necessary skills and commitment to the project. Ubuntu is based on Debian and shares many of its packages, tools and techniques.

<https://wiki.ubuntu.com/UbuntuDevelopment>

Ubuntu is released every six months, so which major efforts are going on at the moment depends on which stage of the release cycle we are in.

- 1.** First the new toolchain gets set up – this means the most important packages that are necessary to build everything else. Also the worst bugs in the old release are fixed through the `-updates` repository.
- 2.** Then we merge changes from Debian and other Open Source projects. At the same time we have the Ubuntu Developer Summit (UJS) where new features are discussed and specified.
- 3.** Now everybody works on new features.
- 4.** At the time around Feature Freeze you can expect things to slowly calm down and bug fixing becomes the most important effort. At this time no new features will be accepted.
- 5.** In the last part of the release cycle every week a new freeze date will occur. This includes the Kernel, the UI, general text on the Desktop, the artwork and so on. Now everybody focuses on testing and critical bug-fixes.
- 6.** Release Parties!

<https://wiki.ubuntu.com/ReleaseSchedule>

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Where does Ubuntu Development happen?

As all development is open and transparent to everybody, all the discussion about features, bugs and direction are open and transparent too.

Mailing lists are very important places for discussion and help to get an overview over what's going on at the moment.

<https://lists.ubuntu.com/#Development+Lists>

While bigger debates happen on mailing lists, IRC is the perfect medium to directly engage and figure out problems together. If you need help and want to get to know the team, this is where you should go. General Ubuntu development discussion happens in `#ubuntu-devel` and packaging questions are discussed in `#ubuntu-motu`.

<https://help.ubuntu.com/community/InternetRelayChat>

Ubuntu Development Infrastructure

Launchpad is a central part of Ubuntu's infrastructure. If you are looking for bugs, code, translations, feature specifications or packages, this is the best to look at first.

An example to illustrate this: A reports a translation bug, B fixes the problem in a code branch, translators pick up the change and fix it in all the individual languages, and the C uploads the package to the build machines, where the fixed packages are available for all Ubuntu users.

<https://launchpad.net/ubuntu>

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Sessions

■ Processes and Infrastructure
 ■ Packaging
 ■ Development
 ■ Quality Assurance

	Mon 31 st Aug	Tue 1 st Sep	Wed 2 nd Sep	Thu 3 rd Sep	Fri 4 th Sep
16:00 UTC	Getting Started with Ubuntu Development Daniel Holbach	Fixing small bugs in Ubuntu Daniel Holbach	Getting started with Launchpad development Graham Binns	Let Mago do your Desktop testing for you Ara Pulido	Translations for developers Danilo Šegan, David Planella and Martin Pitt
17:00 UTC		Kernel Triaging and Debugging Leann Ogasawara	Developing Websites with Django Łukasz Czyżykowski and Stuart Metcalfe	Paper Cutting 101 David Siegel, Ted Gould and Sébastien Bacher	Getting Things Done for hackers Lars Wirzenius
18:00 UTC	\$quickly fun Rick Spencer and Didier Roche	How to update a package Didier Roche	Hooking your app into your desktop CouchDB Stuart Langridge	Learning from mistakes – REVU reviewing best practices Morten Kjeldgaard	Fixing an Ubuntu bug using Bazaar James Westby
19:00 UTC	Packaging Perl Modules Jonathan Yu and other Debian Perl maintainers	Using the LP API for fun and profit Leonard Richardson	Writing secure software Kees Cook	Being productive with bazaar and LP Code hosting Paul Hummer	Packaging from Scratch Iain Lane
20:00 UTC	Fun with Python Plasmoids Aurélien Gâteau and Jonathan Riddell	Writing Appport Package Hooks Brian Murray	Bug lifecycle, Best practices, Workflow, Tags, Upstream, Big picture Jorge Castro and Pedro Villavicencio	Effectively testing for regressions Steve Beattie	Hacking Soyuz to get your builds done Michael Nelson, Celso Providelo and William Grant

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Session Categories

Some of the sessions on the schedule have two colours because they fit into more than one category. To get an idea of what the sessions are about, please find the abstracts below.

Processes and Infrastructure

If you are new to the project you very likely want to attend these sessions. Knowing which part of the infrastructure deals with your work, which process to follow to get something done and where to look for answers is essential to be effective and suffer as little frustration in your daily work as possible.

<https://wiki.ubuntu.com/UbuntuDevelopment>

■ **Getting Started with Ubuntu Development (Daniel Holbach)**

This session is going to get your Ubuntu Development environment set up, give you a first glimpse on the packaging tools, what they are about and how your contributions fit into the bigger picture.

■ **Fixing a small bug in Ubuntu (Daniel Holbach)**

Lets's get together and fix a few small bugs in Ubuntu. This session will not only show you how to make use of packaging tools, but also how to find patches, how to integrate them and how to submit your package for review, so it can get included in Ubuntu quickly.

■ **Being productive with bazaar and LP Code hosting (Paul Hummer)**

The distributed revision control system Bazaar and the Launchpad Code Hosting are the perfect combination for storing code in a transparent and open way and make participation in your project a seamless and efficient experience. Launchpad hacker Paul Hummer will show you how.

■ **Getting Things Done for hackers (Lars Wirzenius)**

You find you have too much to do? Get lost in things that don't really help you move forward? You find it hard to focus? Learn more about "Getting Things Done"! Lars will especially highlight this from a hacker's perspective and help you to improve your current workflow.

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Fixing an Ubuntu bug using Bazaar (James Westby)

Distributed Development is the absolute future and you're going to be much much happier having Bazaar in your toolbox. James Westby has been a key part in making Bazaar work for Ubuntu Development tasks and is a great speaker.

Hacking Soyuz to get your build done (Michael Nelson, Celso Provedelo and William Grant)

Launchpad Hackers Michael and Celso will explain what they do with Launchpad's Soyuz Build Service and how you go about hacking it. All Ubuntu packages are built by the service, so if you have ideas for improvement, you should definitely attend the session.

Packaging

Packaging is the bread and butter of all Ubuntu developers. What is software good for if it is not available for our users? The sessions in this category will all be "hands-on", so you get to try things out and learn directly.

<https://wiki.ubuntu.com/PackagingGuide>

Packaging Perl Modules (Jonathan Yu and other Debian Perl maintainers)

Envisioned in 1987, Perl today is still alive and kicking. Lots of the core components of our distribution are written in Perl and hundreds of Perl modules are available through CPAN. If you want to more about Perl, CPAN, specific details about Perl packaging, make sure you attend the session!

How to update a package (Didier Roche)

The version of your favourite package in Ubuntu is outdated? Didier Roche will show you how to update the package efficiently, what common pitfalls are and when best NOT to update the package.

Learn from mistakes – REVU reviewing (Morten Kjeldgaard)

REJU is the website where packages that are not in Ubuntu yet are submitted to. As initial submissions of packages often contain small mistakes, REVU is a good place to learn more about common problems and how to fix them. Morten is a reviewer parexcellence and has a lot of stories to share.

Packaging from scratch (Iain Lane)

If your favourite piece of software is not included in Ubuntu yet, you will start with an empty directory and just a `superproject0.1.tar.gz` file. Iain Lane will take you by the hand and show you how to proceed from there.

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Development

No matter if you decide to work on core parts of the infrastructure or just fix a few small problems, it will always help to know the tools, the programming languages and the libraries that are considered to be “everybody’s darling”. Learn some more from people who work with the tools every day.

■ **Fun with Python Plasmoids (Aurélien Gâteau and Jonathan Riddell)**

Plasmoids make the KDE4 Desktop so beautiful and give the KDE hacker so much flexibility that this is an opportunity you should not miss. If you like Python and you have fun with the Desktop with the big K, you are definitely going to appreciate this session.

■ **Using the LP API for fun and profit (Leonard Richardson)**

As Launchpad contains all the crucial information of our project (who is in which team, which role do they have, which bugs were filed in Jaunty, when was which package uploaded, etc.), you might want to extract or modify certain bits from Launchpad in an automated fashion. Leonard Richardson put a lot of work into the Launchpad Web Service, so he is in the best position to share tips and give you insight into this phenomenal API.

■ **Getting started with Launchpad development (Graham Binns)**

Launchpad is open source now, so no matter if you just want to improve some small bits of it or hack on a new feature, you will want to know how the Launchpad team works, what PQM is and how the peer review is done. Graham will show you how.

■ **Developing Websites with Django (Łukasz Czyżykowski and Stuart Metcalfe)**

You like Python, you have some data you would like to share with others in a beautiful way and you want to get it done quickly? Meet Django, a web framework, which lets you express your ideas in a very elegant and easy way.

■ **Hooking your app into your Desktop CouchDB (Stuart Langridge)**

Did you notice the recent buzz around CouchDB? It seems to be the perfect solution for easy data replication. According to the Apache project, CouchDB is a “distributed, fault-tolerant and schema-free document-oriented database accessible via a RESTful HTTP/JSON API”. What that all means and why it’s so great to use it on the Desktop, Stuart will tell you.

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■ **Writing secure software (Kees Cook)**

Kees (pronounced 'Case') has a long background in software security. He has reviewed hundreds of software packages and read hundreds of security patches. Kees will describe common pitfalls, which problems to avoid and his favourite review methods.

■ **Let Mago do your Desktop testing for you (Ara Pulido)**

Mago is a Desktop testing initiative built on top of the Linux Desktop Testing Project (LDTP). With Mago you can very easily test Desktop applications in an automated way. Ara has been leading the effort for quite a while and can show you how to let Mago handle your Desktop testing.

■ **Paper Cutting 101 (David Siegel, Ted Gould and Sébastien Bacher)**

The “100 Paper Cuts” project defined a paper cut as “a trivially fixable usability bug that the average user would encounter on his/her first day of using a brand new installation of Ubuntu Desktop Edition”. The project has gotten a lot of attention already and will do a lot to improve the general usability of the Desktop. To learn more about how to help out and how to fix paper cuts, join the session and become a Desktop hacker soon.

■ **Translations for developers (Danilo Šegan, David Planella, Martin Pitt)**

Most of the millions of Ubuntu users have a different native language than English, which makes itv essential that applications are set up to be translated correctly. The SerboSpanishGerman triumvirate of Danilo, David and Martin are going to talk about enabling translations, Launchpad Rosetta, language packs and how to avoid common problems.

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Quality Assurance

Linux Distributions are the link between millions of users and thousands of open source projects. Integration and Quality Assurance are their primary jobs. The latter is one of the biggest challenges Ubuntu and others are facing. Keeping up with thousands of bug reports, small problems, fixes and effective communication with thousands projects is a set of processes that is constantly refined because it is so crucial to us.

<https://wiki.ubuntu.com/Bugs>

Kernel Triaging and Debugging (Leann Ogasawara)

The Linux kernel is a very special package, not only because it is essential and has lots and lots of code, but also because it is very hardware specific. Leann does a fantastic job keeping up to date with the Kernel and has a lot of tools and tricks to be and stay effective and how to have fun with the Kernel team.

Writing Apport Package Hooks (Brian Murray)

Do you find yourself asking always the same questions in bug reports? Brian Murray has the answer to your problem: write an apport hook for your package. Whenever a crash occurs, it will either ask the user for information or provide it in an automatic fashion. Of course this works for the `ubuntu-bug` command too.

Bug lifecycle, best practices, workflow, tags, Upstream, big picture (Pedro Villavicencio and Jorge Castro)

Looking at Ubuntu bugs the first time can be daunting. It's important to know more about the big picture, where you fit in, how to be effective and who can help you out when you get stuck. Pedro and Jorge are quite the double-act. They will sure answer your questions.

Effectively testing for regressions (Steve Beattie)

Regressions suck! Whenever something breaks that our users knew to work beforehand it creates frustration. In his work Steve is very careful because he helps to fix problems in stable releases. Together with the Security Team he has set up a regression test suite. In our session he is going to talk about effectively testing for regressions, how the test suite works, how you can contribute to it and how you can make it work for you.

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Our Session Leads



Daniel Holbach got involved in Ubuntu Development somewhere between the Warty and the Hoary cycle. He says “When I started, everybody was so helpful and gave me a warm welcome. I made my mistakes, learned a lot along the way and had a fantastic time. The feeling of getting your first fix uploaded and knowing ‘This is going to fix the problem of thousands of users around the globe!’ is just overwhelming. I want everybody who starts out today to have a similar experience!”



Rick Spencer is not only the leader of the Ubuntu Desktop team, but also one of the lead hackers on quickly. He has a wealth of hacking experience and with quickly wanted to easily expose a fresh hacker to the power that our Desktop application frameworks have and the ultimate fun that it is.



Didier Roche is not only very active in the Ubuntu Desktop team and knows a lot about packaging, he is also very active in the French Ubuntu LoCo team: he was involved in planning a release party that 4000+ people attended in Paris. He also worked for an NGO that sent refurbished computers to Togo and trained local people.



Jonathan “jawnsy” Yu is a very active Debian contributor, Perl hacker, Google Summer of Code student and is interested in lots of things: Electric Engineering, Computer Sciences, algorithms, Debian, Kubuntu and much more. He’s here to talk to us about packaging Perl modules, so make sure you attend the session and learn more.



Aurélien Gâteau and Jonathan Riddell are the Scotto-French connection of KDE awesome. They both like KDE, they both work for Canonical, they both like Karaoke and they just started a Country band.

One of the above is not true.

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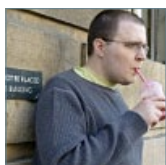
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Leann Ogasawara knows everything about Quality Assurance, especially of the Linux kernel. Chances are good that if you ever had a problem with the Ubuntu Linux kernel, you were in touch with Leann and she probably still knows the bug number.

She is in a perfect position to teach you how to stay efficient with problems on such a many-faceted project as the Linux kernel and how to debug it. Leann likes running and almost wins every time.

She is part of the Portland posse.



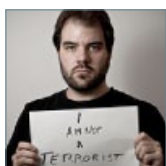
Leonard Richardson has been programming since he was eight years old and for the last months worked on Launchpad, particularly the Launchpad Web Service API.

He wrote a book about “RESTful Web Services” and the “Ruby Cookbook” and likes dinosaurs, turtles, trilobites, and humans.

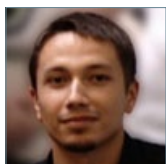


There are many **Brian Murray**s on the internet, we are sure to have the one who knows most about Ubuntu bugs and how to deal with them.

He is part of the Portland posse.



Graham Binns puts a lot of work into the Launchpad Bug tracker. Due to his work for example, we can track upstream bugs better and more efficiently. From his window he can see cock pheasants occasionally, he likes photography and is not a terrorist.



Łukasz Czyżykowski is unstoppable. He likes running a lot, he recently participated in a 7 hours race and did 62km – WOW! He also likes python, emacs and Django.

He’s just a great guy.

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Stuart Metcalfe lives in the UK and knows a lot about OpenID and Web Development in general. For example was he very much involved in the work on Launchpad Drupal modules.



Stuart Langridge is a hacker of JavaScript, Python, Django (and much much more) fame. He says of himself that he's a drinker of decent beers, he has a BSc in in Computer Science and Philosophy, was one quarter of the LUGRadio team and is going to talk to us about CouchDB and Desktop Applications.

He can be found outside looking for the smokers' area.



Kees Cook loves everything to do with security. He is one of the heroes who makes your Ubuntu machine safe and secure and has spent hours, days and weeks reading security patches. He also likes Drum'n'Bass music.

His two dogs outweigh him. He is also part of the Portland posse.



Jorge Castro is never short of awesome. He's excitable, a great friend and loves Metallica. Apart from that he also likes Metallica. He works with lots of Upstream projects and is always up to date on what's happening in the Open Source world. He is going to talk about Bugs, together with Pedro. Some people call him "Orlando".



Pedro Villavicencio can always be found in a muddle of Desktop bugs, and in Santiago de Chile. Pedro loves the GNOME Desktop, ice cream and photography.

He's a long-lost brother of Jorge.



Ara Pulido is joining Ubuntu Developer Week to excite us about Desktop testing and showing us how easy and how much fun it can be.

She lives in Spain and likes couches.

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David Siegel, also known as `djsiegel` although there are no known DJ gigs of his announced yet, is one of leading hackers on GNOME Do. He is also involved in the Paper Cuts project and will tell us some more about it in his session.



Ted Gould is an Ubuntu Desktop Developer for Canonical. He mainly focuses on usability issues working to make the Ubuntu Desktop the best desktop experience available for your computer. He also develops on the vector graphics program Inkscape. He enjoys great design, serene hikes and a well composed photo.



Sébastien Bacher is probably better known as `seb128` or `sebbuild`, with a strong background in Debian and GNOME he fits very very well in the Ubuntu Desktop team. There's very few people who did more uploads in Ubuntu than he did. He is still trying to make French the official language of the Ubuntu Desktop team.



Morten Kjeldgaard has been part of the Ubuntu community for quite a while already. He has done a great lot of work helping new people getting acquainted with Ubuntu development and packaging. He is going to talk to us about reviewing patches and learning from mistakes.

In his other life he deals with molecular design.



Paul Hummer is one of the masterminds around Launchpad Code Hosting and author of lots of very useful pieces of software. Apart from that he also enjoys working on his Volkswagen camper van.

He goes by the nick `rockstar`.



Michael Nelson is another Launchpad hacker and works on Launchpad's Build service. He moved all the way from Australia to the Berlin area. He's simply a great guy.

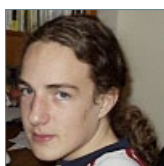
He worked in Mongolia for a while.

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Celso Providelo is another unstoppable Launchpad Build Service hacker, who comes from Brazil. He never really sleeps and among other things speaks fluent SQL.



William Grant joins us from Melbourne, Australia. He has been member of the Ubuntu Development team for quite a while already and always showed a great interest in the Launchpad platform. He was the first community contributor to the Launchpad project.



Danilo Šegan works on Launchpad's Translations Service, GNOME's `intltool` and other parts of GNOME's translations. He lives in Belgrade, Serbia and is (like the rest of his family) a fantastic host.

“Just kidding” is his favourite words.



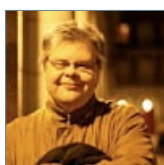
David Planella, often referred to as “the man with the plan” lives and breathes Ubuntu translations. He is from Catalonia, lives in Germany and speaks several languages fluently.

He is a lot of fun to work with, very kind and the fourth Horsemen.



Martin Pitt was also known as the “derooter” in the beginnings of Ubuntu and is all over the place. He put a lot of work into making Language Packs work in the beginning and lives in Dresden, Germany.

He was probably the first Ubuntu developer ever to have a fan club.



Lars Wirzenius is very well known in the open source community as he has been around for a long time and contributed to a lot of projects. Debian being one of them. He lives in Finland. In his session he is going to talk less about hacking itself, but more about Getting Things Done!

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James Westby is another incredible workhorse of the Ubuntu community. He is not only our man for Distributed Development, he also very much likes helping people into the project.

He is a fantastic Drum'n'Bass DJ and likes horses.



Iain Lane has been very active in the Ubuntu Developer community for quite a while now. He is interested in Mono applications, Games, Haskell and various other parts of the Ubuntu community. He closely works together with the Debian maintainers too and gave various packaging-related sessions already.

He lives in the UK.



Steve Beattie is very much into Quality Assurance. He has the very responsible job of Stable Release Updates and is a fun guy.

He is another member of the Portland posse.