



PRE-EVENT KIT

WELCOME TO THE FLEX BUGQUASH,
THANK YOU FOR REGISTERING.

And thank you for your interest in attending the Flex BugQuash and assisting your community by eliminating Flex SDK bugs.

As organizers, it is our responsibility to prepare you to be the best bug quasher you can be. This document will establish a checklist of items that you should review and tasks that you should accomplish before the Flex BugQuash. Read it carefully and let us know early on if you have any questions by emailing ninja@bugquash.com.

WHY FLEX BUGQUASH?

All of us have run into bugs with all types of software. Every now and then we even run into some that are a part of the Flex SDK. These bugs can be aggravating due to their elusive nature - you think the bug is something that you are doing wrong while all the time it is a bug in the Flex SDK that was likely missed during various testing - this is not uncommon! Now that the Flex SDK is open source, our community has the exciting opportunity to help eliminate bugs in the SDK. Adobe has designated numerous bugs as Community Bug Fix Candidates which they believe are the best candidates for the community to tackle. However, you're not limited to fixing the Community Bug Fix Candidates. Do you have a bug that's been deferred or not yet resolved? If you're passionate (or rather irritated) by other bugs, we encourage you to quash those too! Our goal at the Flex BugQuash is to eliminate these bugs and contribute software patches to Adobe for their approval. We want to quash as many bugs as possible within the time allotted! Wouldn't you love to be part of it?

WHO ARE YOU?

Generally speaking, you're a Flex developer who has a passion for making Flex better for everyone. You aren't afraid to roll up your sleeves and dig into the nuts and bolts of the Flex SDK.

"But what about me? I've only been working in Flex a short time and I don't know all this stuff but I am willing and able to assist."

Far be it from us to exclude anyone from the Flex BugQuash. The Flex BugQuash is also about discovery and mentoring. We want bug quashers to work as teams and encourage participants who want to become hard core Flex developers and SDK bug quashers. At the start of the event we will be getting everyone organized into teams and you'll be in the trenches helping to quash bugs in no time.

The more things in the following list that describe you, the easier it will be for you to become a blackbelt quasher:

- You are an experienced Flex developer
- You are an experienced MXML and ActionScript 3.0 programmer
- You are very familiar with the [Flex Documentation](#)
- You are very familiar with the [Flex Language Reference](#)
- You have [downloaded and explored the Flex SDK](#)
- You practice MVC and use Design Patterns
- You regularly document your code, especially in a way compatible with [ASDoc](#)
- You have built [custom components](#) (in [ActionScript](#)) and [Advanced Visual Components in ActionScript](#)
- You are comfortable using a command line shell like Cygwin, or Terminal (or are a Linux user)
- You have used [Apache Ant](#)
- You have created [unit tests](#) for your projects

WHAT YOU WILL NEED

We want you to arrive at the Flex BugQuash armed and ready to quash bugs. Here is our list of items that you need to bring to the event:

- A laptop computer & power cord
- Flex Builder 3 or Flex Builder Plug-in for Eclipse or some other set of Flex compiler tools
- Installed software (see "Setting Up Your Environment" below)
- A cleared, full-day schedule
- Focus

We, as organizers of this event, pledge to remove every possible barrier from success. If you provide all the things in this list, we'll provide you with a comfortable environment in which to code including food, drink, power and connectivity. We might even throw in some video games, but you're going to be so primed for bug quashing action, you won't even notice [Rock Band](#) set up in the corner.

WHERE TO START

If you have not done so, you should head over to the [Adobe Open Source](#) wiki and navigate to the [Flex SDK](#) area. To get started, we'd like you to review the following documents in the available [developer documentation](#). Although every link on this page navigates to important content, we would like to point out specific pages of the wiki that will help make you a better bug quasher:

- [Flex SDK Coding Checklist](#) - This checklist should be adhered to when developing and reviewing code contributions for the Flex SDK. It is essential that each of these items be met to have your patch accepted.
- [Flex SDK Coding Conventions and Best Practices](#) - This document walks you through Adobe's Flex team standards for naming conventions, language usage, file organization, code formatting and code documentation for any code being submitted to Adobe. The objective of this document is to provide consistent, well-organized code. This is important! If your bug fix doesn't follow these conventions, it's likely to get rejected. You'd be wise to review this document again on the day before Flex BugQuash to get your head into the game early.
- [How to Submit a Patch](#) - This document explains the steps required to submit your completed patch. Since you'll have registered as a contributor prior to the BugQuash event (yes, don't forget to register with Adobe before the event), you would start from step 4.
- [The Flex SDK Organization](#) - This brief document is provided by the Flex team as a guide to the Flex SDK subversion repository.

REGISTER TO CONTINUE

Now it's time to officially get involved with Adobe. You'll need an account in the bug system and a signed Contributor Agreement.

- [Adobe Bug System](#) - If you have not yet done so, [sign up for an account here](#). Having an account with this system makes it possible for you to see unresolved bugs, search for bugs, vote on bugs and review bugs in the Flex SDK that Adobe has given [SDK Community Bug Fix Candidate status](#) which are the bugs we'll be working on. You will be given credit for fixing a bug, given that the patch is accepted, by filing a patch for the particular bug through the Adobe Bug system. If you are unfamiliar with JIRA, [documentation and tutorials](#) are available. Once you are logged in, take a look around. Browse and search for issues. Find a favorite issue/feature/bug you want resolved? Vote for it. That's how the Flex SDK Team knows you want it fixed.
- [Contributor Agreement \[PDF file\]](#) - This is a legal document that needs to be **completed, signed and returned to Adobe before the event**. We're not lawyers, so review this document before signing it. If you have questions, please feel free to ask Adobe (open-contrib@adobe.com). Make sure the email address you use in the agreement is the same as your bug system email address. You can print it, sign it, scan it, and email it back to Adobe to speed things up.
- [Sandbox](#) - The Flex team has created a Sandbox folder in the subversion (svn) repository where you can play and collaborate with others on a branch of the SDK. If you plan to use it, you'll need to create a password that you can use with the svn repository and generate the encrypted value of the password [here](#). When your account has been created, the email address you specified in the Contributor Agreement and the password you had encrypted will give you access to the Sandbox. You may not be able to create an account on the day of the event, so create your account early if you think you'll use it.

- Submit your signed agreement and encrypted password to open-contrib@adobe.com before the event.** Once your agreement has been approved, your bug system account will be given the appropriate permissions to submit a patch. In addition, you will have “read and write” svn access to the Sandbox branch.
- It is also important that you **bring a copy of the signed agreement to the event as well** (assuming you're attending in person). It will be required upon arrival.

SETTING UP YOUR ENVIRONMENT

Now that you're on the right track to fix bugs during the Flex BugQuash, your next step is to insure that your development environment is installed correctly so that you can walk in and start quashing bugs.

- [Setting Up Your Development Environment](#) - This document gives you instruction on what software you will need to have installed on the laptop you will bring to the Flex BugQuash. Pay special attention to the links at the bottom of the page for operating system specific installation information.
- [How To Build and Test](#) - As always, the proof is in the pudding; you've got to test out your setup to make sure that everything is installed properly and running on your laptop. This document walks you through the common tasks required for compiling the Flex SDK. Complete these steps to confirm you're ready for duty.

Although we will have people available at the Flex BugQuash to assist participants with technical difficulties, we request that everyone be respectful of each other's time and resources. We don't want to have people downloading and installing software when we could be quashing bugs.

THE REMOTE EXPERIENCE

With an expected 3/4 of the attendees participating in the BugQuash remotely, we want to ensure the remote attendees are just as involved and that they too have a killer experience. All of the attendees can participate via the Connect session and we encourage you to collaborate with other individuals online and in-person whenever possible. Here are a few ways we'll enable you to do so:

- Chat:** You'll be able to chat with other participants, ask questions, discuss potential solutions, and complain about the line for Rock Band.
- Breakout rooms:** Connect supports breakout rooms for one-on-one or smaller group collaboration. It'll be a large group so we hope you'll focus in a particular area and perhaps find one or a hand full of people to work with. You can use the break out room to work with others on a particular bug, but we ask that if you do collaborate on a bug that you document all who contributed to the patch on the patch page, including developing *and* reviewing. Breakout sessions can also be used to do one-on-one patch reviews.
- Video sessions:** As discussed below, the Flex SDK team will provide video sessions explaining components or classes that have enough demand.

If you prefer to work alone and play [Whac-A-Mole](#) with the bug system, have at it, but we hope you will take this opportunity to share your Flex skills and learn from others.

If you plan on participating remotely, you'll be receiving additional detailed instructions on how you'll participate in the event.

THE FLEX SDK TEAM WILL BE THERE!

Many members of the Flex SDK team will be participating via the Connect session. They'll be looking to help as much as possible and give instant feedback.

- Video discussions:** If there are enough individuals interested in a specific feature or class, the team will present a run down of the feature over video.
If you'll be teaming up with some individuals to address a specific topic, let the SDK team know ahead of time by emailing flexsdk-dev@adobeforums.com.
- Answer questions:** Since I'm sure you'll be eager to get your patch reviewed, the team will be relying on the community to answer most of the questions. However, any particularly evasive questions they'll happily address, don't hesitate to ask!
- Review your patches:** The team would like to review as many of your patches as possible and give you direct feedback. To ensure the quality of your patches before they are submitted to the Flex team, have them peer-reviewed by a community member first.

BUG QUASHING ACTIVITIES AND MORE

If you weren't already aware, the main goal of the event will be quashing as many bugs as possible. However, there will be plenty of other ways to get down and dirty with the SDK.

- Gumbo Bugs:** The next version of Flex, codenamed [Gumbo](#) is under development. Gumbo bugs (also listed under [Community Bug Fix Candidates](#)) need love too, but be forewarned that they will take a little more effort. The [Fx renaming effort](#) will have been completed shortly prior to the BugQuash. As a result, many of the test files for Gumbo bugs will not have been updated. If you wish to tackle a Gumbo bug, you will also need to update the associated test files.
- Peer Reviewing Patches:** *Each patch, before it is submitted to Adobe, will need to be reviewed by a second person.* If you're a leet coder and have read through the [coding checklist](#), peer-review someone else's patch so we can get as many patches accepted as possible. You'll need someone to peer-review your patch, so return the favor and review someone else's too.
- Sorting Deferred Bugs:** Having your bug deferred can be a bummer. Unfortunately, the Flex team can't address all the bugs, hence the BugQuash and also... deferred bugs. Deferred bugs get reviewed before each release cycle and unless they're shown some love by the community, they stay deferred (or in the future, they'll be archived). You can help make sure important bugs don't get archived by creating a group to review deferred bugs and create a list of bugs that you all believe shouldn't be deferred.
- Spring-cleaning for the Bug System:** Help the Flex team triage bugs submitted by the community. When a bug is submitted by a community member, its status is initially set to "Community", but once it has been verified by two other community members (by voting on it), its status changes to "New". Given the considerable amount of bugs filed, the team focuses primarily on the "New" bugs. You can help sort through the "[Community](#)" bugs (not to be confused with bugs designated as Community Bug Fix Candidates) by eliminating duplicates, flagging filed bugs that aren't actually bugs or don't have a detailed bug report (no thorough steps to reproduce it), and of course voting on good bug reports. Also, as mentioned above, the renaming effort will have been completed just before the BugQuash, so you can help rid Flex of the last Fx artifacts by updating the test cases in Gumbo bug files with the appropriate changes from the rename.

GET YOUR QUASH ON!

Now that you've registered for the Flex BugQuash, reviewed the documentation, set up your environment and registered with Adobe, let's get coding!

To hit the ground running, you're encouraged to browse the bugs in the system and have an idea of which ones you want to target. Do your homework, come prepared. It's not cheating to come up with a fix before the event and submit it at the event. It can still count toward the amount we fixed in the allotted time!

THE CHECKLIST:

READ DOCUMENTATION

- [Flex SDK Coding Checklist](#) *required
- [Flex SDK Coding Conventions and Best Practices](#) *required
- [How to submit a Patch](#) *required
- [SDK Organization](#)

REGISTER WITH ADOBE

- [Adobe Bug System Account](#) *required
- [Contributor Agreement \[PDF\]](#) *required
- [Sandbox Account](#)

CODING ENVIRONMENT

- [Setting Up Your Development Environment](#) *required
- [How to Build and Test](#)

REVIEW CURRENT BUGS

- [SDK Community Bug Fix Candidates](#)
- [Deferred Bugs](#)