

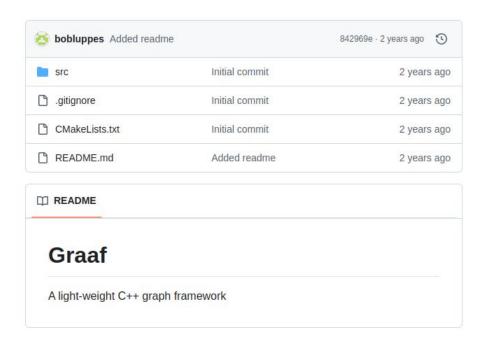
What it's like to accidentally maintain an open source project

And the lessons learned along the way

Bob Luppes github.com/bobluppes

The Beginning

- Hobby Project
- Goal: learning
- Open source it?
 - Logo
 - MIT License
 - Issue to improve test coverage



More Issues & PRs

- Good issues
 - Clear scope: implementation of a specific algorithm (+ reference impl.)
 - Clear starting point: provide interface in the issue
 - **Definition of done**: implementation + docs + tests
 - Labels: help wanted, good first issue, etc.
- Bad issues
 - Complex scope: i.e. things I would not know to start myself
 - Example: graph isomorphism

Community and Feature Requests

- Providing support for developers
 - Wiki
 - Discord

- Feature Requests
 - Larger vertex ID types
 - Tree support
 - Geometric graphs



Image from https://www.playmodes.com/home/astres/

Life gets in the way

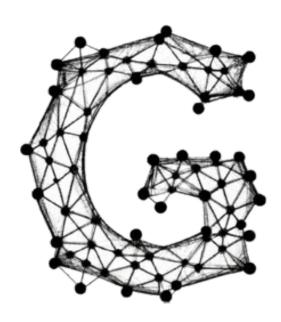
... and that's fine!



hi @bluppes ! Thanks for getting back to us ! Don't worry for the lack of time ... I do completely understand, no worries at all !!
don't worry for us... Keep you path and let's see how things evolve and if you find interesting to get into graphic "grafs/trees"

Conclusion

- Do not underestimate enthusiasm of kind strangers on the internet
- Put effort into writing good issues
- Provide a channel to support developers
- Don't be afraid to say no
- It is OK if life gets in the way



Thanks!

github.com/bobluppes/graaf

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