

Open Source Software Development: Leading the Tribe Instead of Following the Herd

One way to make great software...

















Wednesday, December 2, 2009

"You write a great program, regardless of language, by redoing it over & over & over & over, until your fingers bleed and your soul is drained. But if you tell newbies *that*, they might decide to go off and do something sensible, like bomb defusing <wink>."

- Tim Peters, 5 Jun 1998



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"The mark of a mature programmer is willingness to throw out code you spent time on when you realize it's pointless."

- Bram Cohen, 20 Sep 2001







- One-to-one, one-to-many, many-to-many, many-to-one (yay spam)
- Assume a complete record, even though there may not be
- Active to passive attention



- Public one-to-one converts to one-to-many
- The Google the act of seeking
- Interest is the driver

Attention = Time + Interest

The internet enables anyone to become an expert in anything given enough attention

Software development transmutes attention into software

- Buy it proprietary
- Attract it open source



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The Cathedral and the Bazaar Eric S. Raymond - 1997

•The architectural plans for software developed openly on the internet



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Producing Open Source Software Karl Fogel - 2005

•The operating manual of openly developed software projects

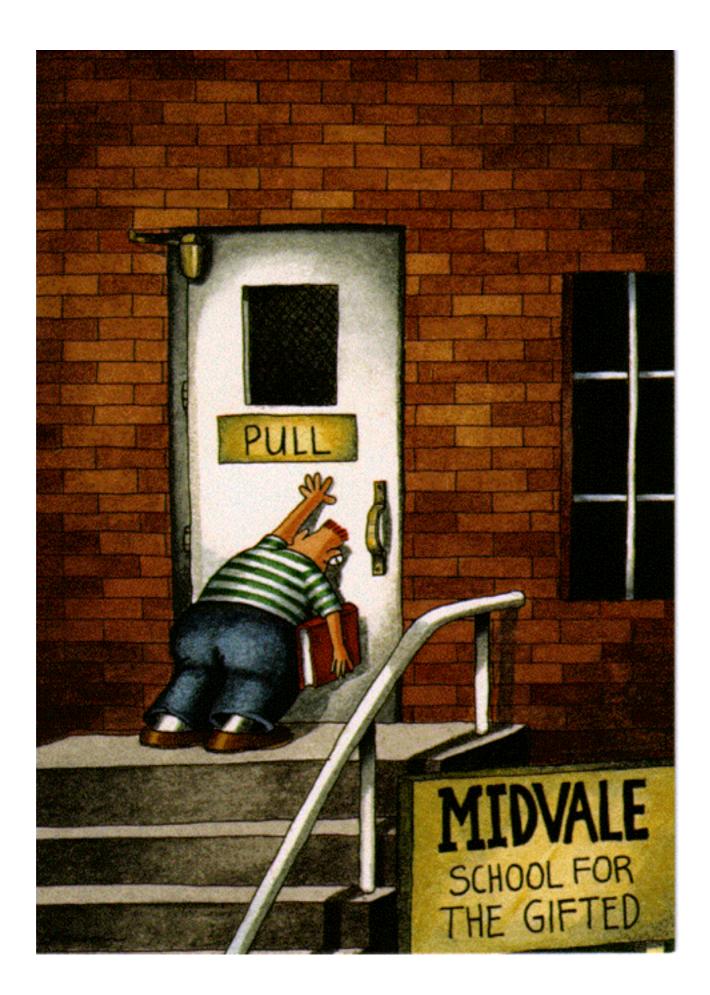
Workforce

+'s

- Very large potential pool of employees
- Can work from anywhere

-'S

- Highly variable expertise
- Usually can't pay them money





- Pull, not push
- Do, not say

- Pull, not push
- Do, not say
- Give, not take



