

Open Source Development for COLTT

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Agenda

- ◆ Introduction to Open Source COLTT
- ◆ Structure of COLTT
- ◆ Development Process
 - ⇒ Demo of new viewer
- ◆ Procedures for making changes and how to commit them
- ◆ How to log issues / defects
- ◆ Round table discussion: Are the developers willing to work on COLTT in this way?

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Open Source Development

- ◆ “**Open-source software (OSS)** is computer software that is available in source code form for which the source code and certain other rights normally reserved for copyright holders are provided under a software license that permits users to study, change, and improve the software.” http://en.wikipedia.org/wiki/Open-source_software

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Motivation

- ◆ COLTT has been in development since 2006
- ◆ First version released March 2007
- ◆ Funding for development has come from Colan
- ◆ Product has reached a level of maturity and proved its usefulness
- ◆ The November 2009 Open Source release allows CAPE-OPEN Developers to contribute through:
 - ⇒ Further development
 - ⇒ More testing through use on a wider set of problems
 - ⇒ Analysis and Resolution of defects
- ◆ Resulting in:
 - ⇒ Faster access to an improved tool for the CAPE-OPEN Development Community



COLTT Licensing

- ◆ COLTT is released under the “Non-profit Open Software License 3.0”
- ◆ Meaning (simplified):
 - ⇒ Grant of Copyright License
 - ⇒ Grant of Source Code License
 - ⇒ Right to reproduce
 - ⇒ Right to modify
 - ⇒ Right to distribute
- ◆ As long as:
 - ⇒ No revenue is derived from distribution or support



Open Source infrastructure for COLTT

- ◆ **Source code is hosted on SourceForge:**
 - ⇒ sourceforge.net/projects/cape-openloggin
- ◆ **Tools to access and manage the source code are freely available:**
 - ⇒ Svn – subversion client to
 - ⇒ AnkhSvn – Visual Studio Add-in for Subversion
- ◆ **Defect tracking is hosted in SourceForge using TRAC**
 - ⇒ <https://sourceforge.net/apps/trac/cape-openloggin/>



COLTT Tools

◆ Build tools:

- ⇒ COLTT requires MS Visual Studio 2008 Standard
- ⇒ Express Editions are not sufficient.

◆ Installation

- ⇒ is being converted to WIX
- ⇒ Not yet part of the Open Source distribution

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Structure of COLTT

◆ COLTT consists of 4 executables:

- ⇒ **COLoggingController.exe**
 - configuration tool for defining which components are to be logged
 - Unmanaged C++ with MFC
- ⇒ **COLTTViewer.exe**
 - Viewer for COLTT logfiles
 - Managed C++ with .Net 3.5
- ⇒ **COLoggers.dll**
 - Implements proxies for CAPE-OPEN PMCs which log and then forward calls to a logged component
 - Unmanaged C++ with ATL (hence MS VS 2008 Standard)
- ⇒ **COLoggersST.dll**
 - Same as COLoggers.dll but for single-threaded components

◆ Dependancies:

- ⇒ **Log4cxx.dll**
 - Generic logging capability
 - Header files and binaries available in COLTT SourceForge repository



Structure of COLTT

- ◆ Doxygen-generated documentation
- ◆ Needs to be updated
- ◆ Needs to cover COLoggingController and COLTTViewer
- ◆ Can be made available in SourceForge if considered useful

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Development Process

- ◆ Documented in COLTT Development.doc
- ◆ Getting the source code
 - ➔ sourceforge.net/projects/cape-openloggin
- ◆ Building the source code
- ◆ Deploying COLTT locally
- ◆ Making changes
- ◆ Committing changes

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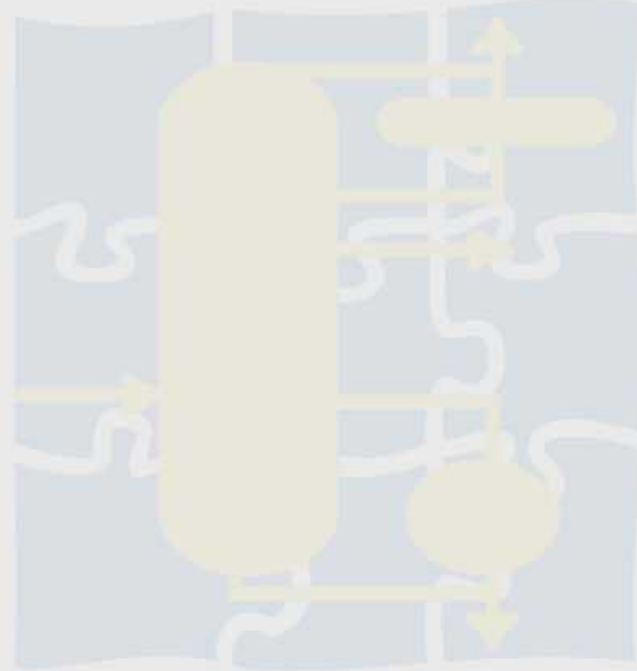
Logging Issues

- ◆ **Raising a new issue in TRAC**
- ◆ **Updating issues**
- ◆ **Closing an issue**
- ◆ **Reports**
- ◆ <https://sourceforge.net/apps/trac/cape-openloggin/>
- ◆ **Developer's Forum:**
- ◆ <https://sourceforge.net/projects/cape-openloggin/forums/index/page/1>



Q&A

◆ Questions?



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