

# Open Object Rexx: How can I get involved?

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# It takes a community

- Open Object Rexx is developed entirely by volunteers in their own time, contributing their own resources
  - Each brings their own skills and expertise
  - Multiple platforms only happen when access to hardware/software is available.
- The more contributors, the more new things happen

# Who we are

- The “Committed”
  - David Ashley, Project Manager
  - Rick McGuire, Language Architect
  - Rony Flatscher, Test leader
  - Mark Hessling, Project Administrator
  - Mark Miesfeld

# Karma karma karma cameleon

- New people become nominated as committers by gaining “karma”
  - Contribute fixes to problems
  - Contribute patches for new functions
  - Answer questions on the mailing lists and forums
- Attitude counts!

# Resources

- SourceForge website:
  - <http://sourceforge.net/projects/oorexx/>
  - Mailing lists (not just restricted to RexxLA members)
  - Forums
- Open Object Rexx Project Website:
  - <http://www.oorexx.org/>

# Pick a project, any project

- Find an idea for something to do:
  - Bug fixes: browse the SourceForge Bug tracker
  - Enhancements: browse the SourceForge RFE tracker
  - Your own idea
- Submit patches
  - Code
  - New samples
  - Document corrections/improvements
- Help write test cases

# Ask questions

- Lots, and lots of questions
  - Suggest/discuss new features
  - Ask how something works
  - Ask about future plans
- But the most important question is
  - ***HOW CAN I HELP?***

**But I don't know C/C++**



**But I don't know C/C++**

*Do you want to learn?*

**But I don't know C/C++**

*Seriously, do you want to learn?*

# C/C++ not the barrier it once was

- Can be developed with free tools (Linux, Mac)
- The existing committers are “committed” to helping you learn
- Many simple enhancements don't require sophisticated C/C++ knowledge

# Ok, but you do know Rexx...

- Many enhancements can be written using object Rexx alone
  - For example, CircularQueue, DlgArea
- Things on our wish list entirely in ooRexx:
  - Make the pipelines samples “real”
  - Write additional pipelines filters
  - New regular expression class

# Testers always required

- Having a full test suite is an important part of maintaining release-to-release compatibility
- Test coverage is less than great currently
- Small contributions greatly appreciated
  - Any addition to the coverage is good
- Great way to really learn how ooRexx works.

# The power of the written word

- The documentation is also part of the open product. We can always use:
  - Clarifications, editing
  - Additional examples
  - Reorganizations
  - Assistance writing docs for new features

# What's been happening recently?

- New 3.1.2 release
- Upcoming 3.2 release
- The endless 4.0 cleanup

## 3.1.2 Release

- Largely some critical bug fixes
- Some small enhancements
  - New Properties class
  - New methods on Message class
  - IsInstanceOf method on Object
  - New pos, lastpos, and subchar methods on MutableBuffer
  - New subchar method on String
  - OLEVariant class
  - Datatype('o')



## 3.2.0 Release

- Lots of new enhancements
  - Full expression support on Parse, Call (var)
  - Parse, Use support message term assignments
  - New > and < parsing triggers
  - Use STRICT and default value specification
  - InstanceMethod and instanceMethods
  - New collection class methods (allIndex, allItems, append, appendAll, empty, isEmpty, hasItem, index, removeItem, putAll)
  - New collection Mixin classes

## 3.2.0 Release, continued

- Lots of new enhancements
  - Set methods added to array, list, and queue
  - New string methods (equals, caselessEquals, caselessLastPos, caselessMatch, caselessMatchChar, caselessPos, match, matchChar, lower, upper)
  - NetRexx LOOP instruction
  - NetRexx label keyword on DO/SELECT. Ability to use LEAVE in simple DO or SELECT.
  - Abstract methods

# And this week's additions

- `Sorting` support in `array`
- `RexxQueue` class
- `IsSubClassOf` method on `Class`

# 4.0 Release, the new world

- Not much progress since last year, but should pick up steam soon.
  - “Many hands make light work” (hint, hint)