

Learning to Develop using Open Source Software

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Web 2.0 – VOIP - Networks

Objective

Ideas, Concepts & Strategies that make learning fun, effective and interesting

Learning

- ⇒ Start by empowering yourself
- ⇒ Identify what has to be learned
- ⇒ Reading
- ⇒ Summarizing
- ⇒ Getting Started
- ⇒ Observing and Learning
- ⇒ Evolving and Abstraction
- ⇒ Teaching and Soaring

Empowering Yourself

- ➔ Why Programmers are programmers – Intrinsic desire to empower people (Mythical Man Month)
- ➔ Start with a project that empowers you first
- ➔ Fritz4, elisp and kernel stories

Identifying what has to be learned

- ➔ Defining an end objective
- ➔ Breaking an objective into simpler elements
- ➔ Ex: Blogging Site – Authentication , Authorization , Post and Comment Forms
- ➔ Authentication – SQL query and sessions

Reading

- ➔ What to read on?
 - Isolation of concepts from tools
 - Isolation of individual concepts
 - Learn a concept, evaluate a tool!
- ➔ Key step is finding material that suits your need, interest and style
 - Search Engines
 - Forums
 - Blogs
 - IRC
- ➔ Keeping the Material Accessible all the time

Summarizing

- ➔ Anything that you cannot express completely in one or two lines is not yet fully understood, however complex the subject maybe
- ➔ Connecting concepts and realization of the flow

Getting Started

- ➔ Keeping the first project simple
- ➔ Not Falling into the second project syndrome (Mythical Man Month)
- ➔ Focus on the development. Use any readily available development environment, get quick help if needed.
- ➔ Choosing the right tool. There is no single silver bullet

Observing and Learning

- ➔ Getting involved with the community
- ➔ A silent spectator's mind is not really silent
- ➔ Story of the hunter's companion and the tiger

Evolving and Abstraction

- ➔ Source Code is the best material for learning and Open Source gives it to you
- ➔ Programming Techniques have evolved and so must your learning of them
- ➔ Lazyness can make you a cleaner and a better architect
- ➔ Abstraction and Reusability

Teaching and Soaring

- ➔ The natural way of getting to the next level
- ➔ What I have learned from this talk?
- ➔ How eagles soar story!

The Learning & Practising Cycle

- ➔ Curiosity sparks attraction in everyone's life, what sustains it is small and quick satisfactory rewards
- ➔ Rewards are those small moments of happiness that you get when you learn to complete a task, however simple it maybe
- ➔ Learn by isolating and breaking things to simpler units
- ➔ Plan by connecting and abstracting
- ➔ Develop by smart selection of tools and technology
- ➔ Teach by empowering people

Summary

- ➔ Learning is a lifetime process
- ➔ Strategies change the effectiveness, interest and experience of the whole process
- ➔ Geeks don't work hard, they are just attracted to what they to work on

■ *Choosing the right tools*

- ➔ MVC concepts with Akelos
- ➔ Introduction to CMS with MODx and Drupal

■ *The MVC architecture*

■ *How to get started with MVC*

A simple demo

Content Management Systems

- Content Must be definable
- Management of content should be configurable
- Extendability

MODx

Drupal

Questions?

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