

# Catedral y Bazaar

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<http://robertoallende.com>

**¿ QUE ES BAZAAR ?**



[http://es.wikipedia.org/wiki/Catedral\\_de\\_C%C3%B3rdoba\\_\(Argentina\)](http://es.wikipedia.org/wiki/Catedral_de_C%C3%B3rdoba_(Argentina))



**PROMESAS**

# promesas

- Marco filosófico / político

# promesas

- Marco filosófico / político
- Usuarios y desarrolladores proactivos

# promesas

- Marco filosófico / político
- Usuarios y desarrolladores proactivos
- Marketing, altruismo/ego, reputación

# promesas

- Reusabilidad:

*NIV (not invented here)*

*Los buenos programadores saben qué escribir. Los mejores, qué reescribir y qué reutilizar*

**promesas**

**Contribución asimétrica**



# Plone

## Project Cost

This calculator estimates how much it would cost to hire a team to write this project from scratch. [More »](#)

Include	<input type="text" value="Markup And Code"/>
Codebase	193,863
Effort (est.)	50 Person Years
Avg. Salary	\$ <input type="text" value="55000"/> year
<b>\$ 2,735,759</b>	



# Debian GNU/Linux

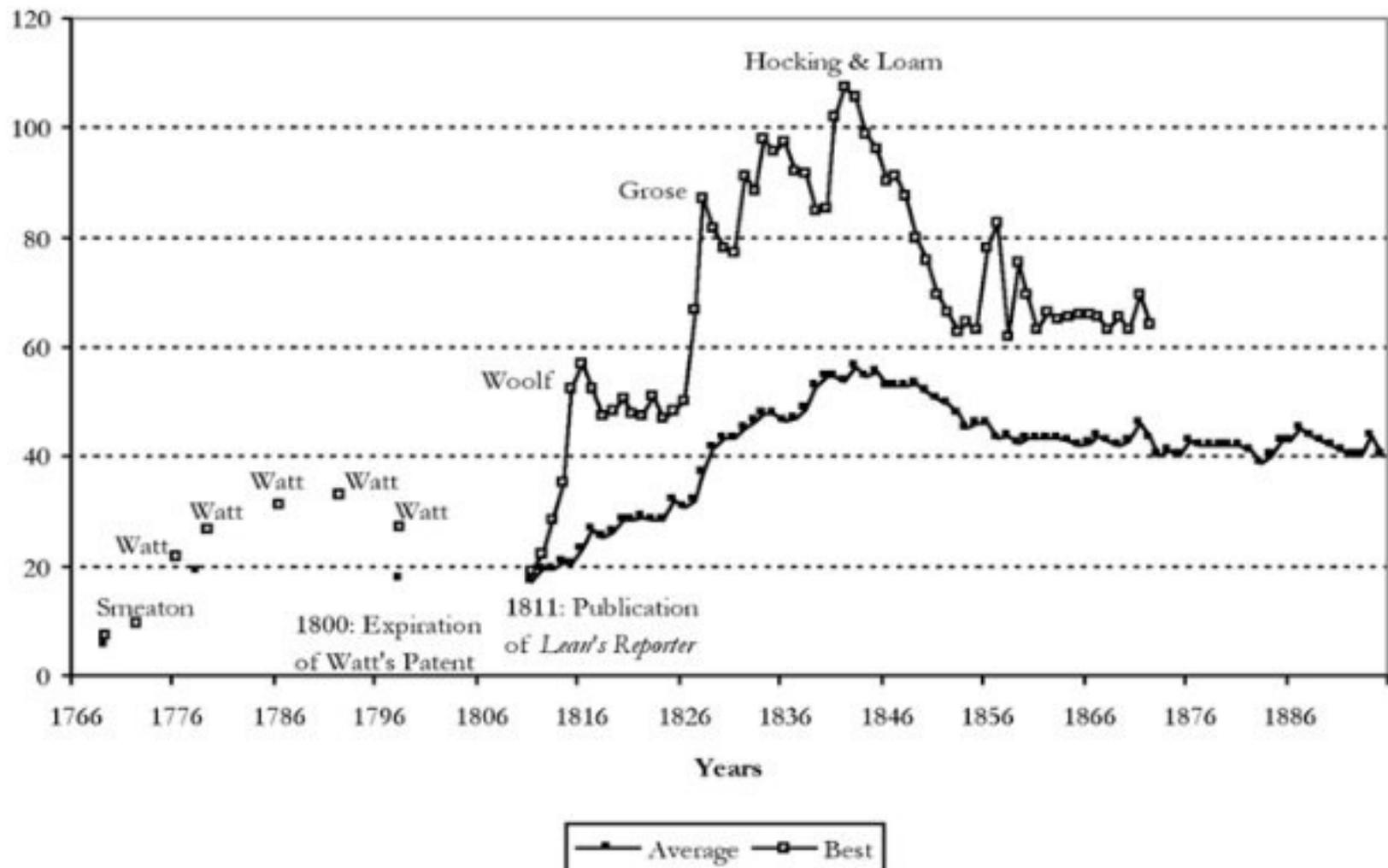
## Project Cost

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Include	<input type="text" value="Markup And Code"/>
Codebase	24,894,150
Effort (est.)	8119 Person Years
Avg. Salary	\$ <input type="text" value="55000"/> year
<b>\$ 446,545,135</b>	

**CUANDO USAR  
BAZAAR**

# James Watt



“Duty” or efficiency of steam engines

(c) 2006 Rishab Aiyer Ghosh - Licensed under Creative Commons cc-nd-nc

# cuando usar bazaar

- innovación

# cuando usar bazaar

- innovación
- software masivo / commodity

# cuando usar bazaar

- innovación
- software masivo / commodity
- modelo de negocio

# cuando usar bazaar

- innovación
- software masivo / commodity
- modelo de negocio
- entornos específicos: estado

# REQUERIMIENTOS

## Lesson #5

*Working together takes  
courage, knowledge,  
compassion, patience  
and perseverance*



## Lesson #5a

*Working together takes courage,  
knowledge, compassion,  
patience and perseverance  
**AND HUMOR!***



# requerimientos

- comunicación
- esfuerzo, muy buena predisposición, paciencia, perseverancia y humor
- entendimiento

# requerimientos

*"Habiendo sido criado en una familia que tenía siervos, me incorporé a la vida activa, como todos los jóvenes de mi época, con una gran confianza en la necesidad de mandar, ordenar, regañar, castigar y cosas semejantes. Pero cuando, en una etapa temprana, tuve que manejar empresas serias y tratar con hombres libres, y cuando cada error podría acarrear serias consecuencias, yo comencé a apreciar la diferencia entre actuar con base en el principio de orden y disciplina y actuar con base en el principio del entendimiento.*

*El primero funciona admirablemente en un desfile militar, pero no sirve cuando está involucrada la vida real y el objetivo sólo puede lograrse mediante **el esfuerzo serio de muchas voluntades convergentes.**"*

*Kropotkin – memorias de un revolucionario*

# requerimientos

- comunicación
- esfuerzo, muy buena predisposición, paciencia, perseverancia y humor
- entendimiento
- políticos, legales y comerciales

# **ELEMENTOS PRINCIPALES**

# elementos principales

comunes con XP

- lanzamientos tempranos, ciclos cortos
- subversión
- test driven development
- involucrar al usuario en el desarrollo

Linus Benedict Torvalds

5 oct 1991, 12:53

Grupos de noticias: comp.os.minix

De: torvarls@klaava.Helsinki.FI

(Linus Benedict Torvalds)

Fecha: 5 Oct 91 05:41:06 GMT

Local: Sáb 5 oct 1991 02:41

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# elementos principales

*11. Si usted trata a sus analistas (beta-testers) como si fueran el recurso mas valioso, ellos le responderan convirtiéndose en su recurso mas valioso."*

*Eric Raymond – Catedral y Bazaar*

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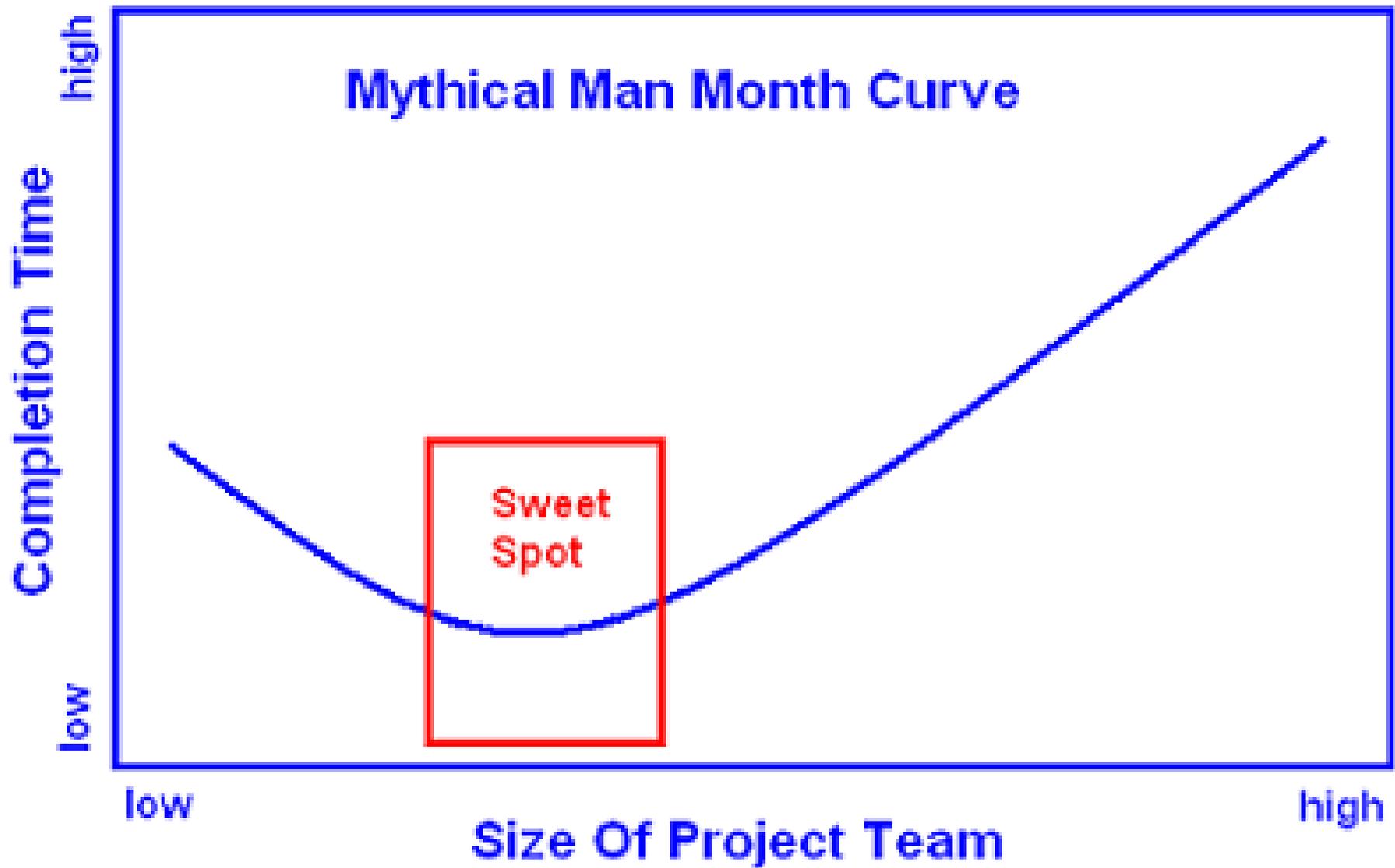
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# Ley de Linus

*“Con muchas miradas, todos los errores saltarán a la vista”*

*Eric Raymond – Catedral y Bazaar*



# The Mythical Man-Month

Assigning more programmers to a project running behind schedule will make it even later, due to the time required for the new programmers to learn about the project, as well as the increased communication overhead. When N people have to communicate among themselves (without a hierarchy), as N increases, their output M decreases and can even become negative (i.e. the total work remaining at the end of a day is greater than the total work that had been remaining at the beginning of that day, such as when many bugs are created).

- Group Intercommunication Formula:

$$n(n - 1) / 2$$

- Example:

50 developers ->

$$50(50 - 1) / 2 = 1225 \text{ channels} \\ \text{of communication}$$

# Ley de Linus

*“Alguien encuentra el problema y otro lo resuelve”*

*“la depuración puede hacerse en paralelo”*

**ECOSISTEMA**

# ecosistema

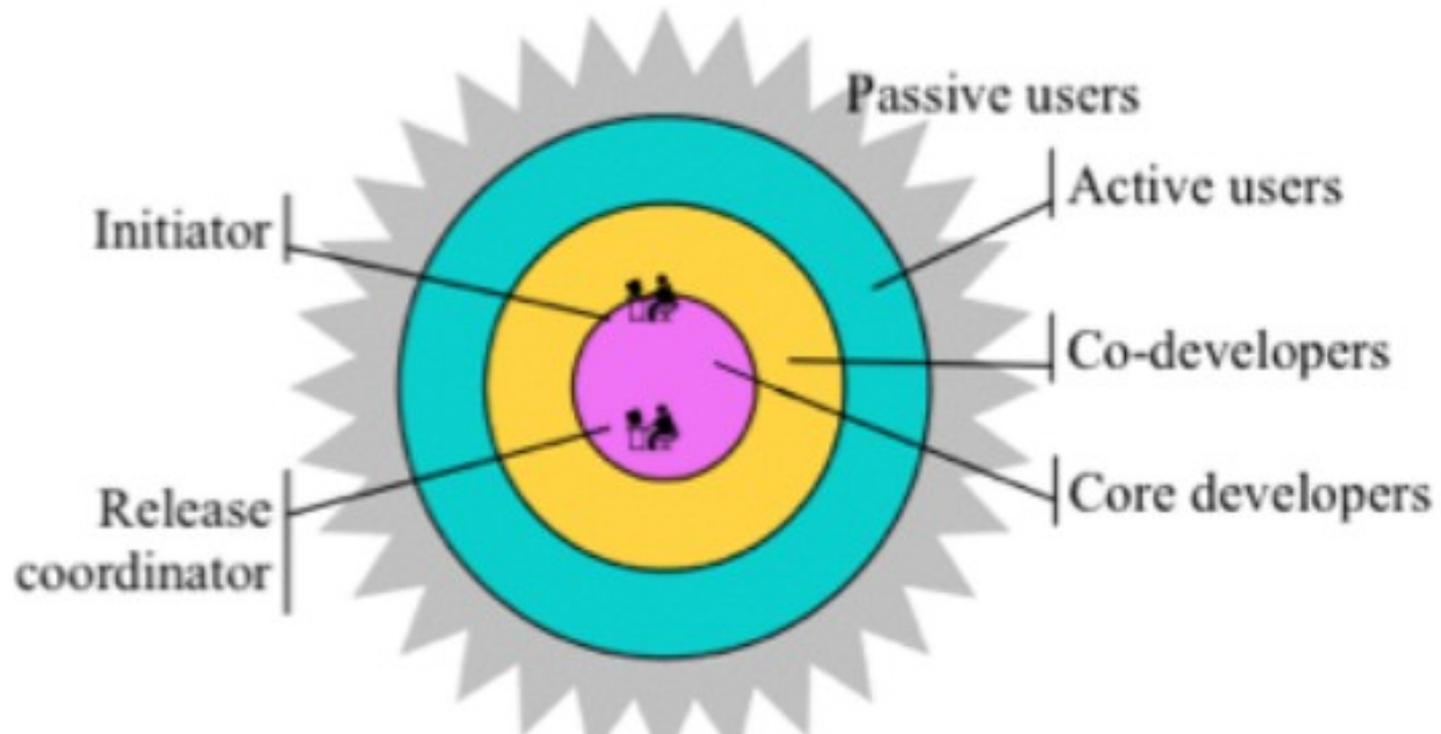
**Dueño intelectual del código**  
(ONG, Empresa, Consorcio)

**Comunidad**  
(usuarios, desarrolladores)

# ecosistema: Plone Foundation

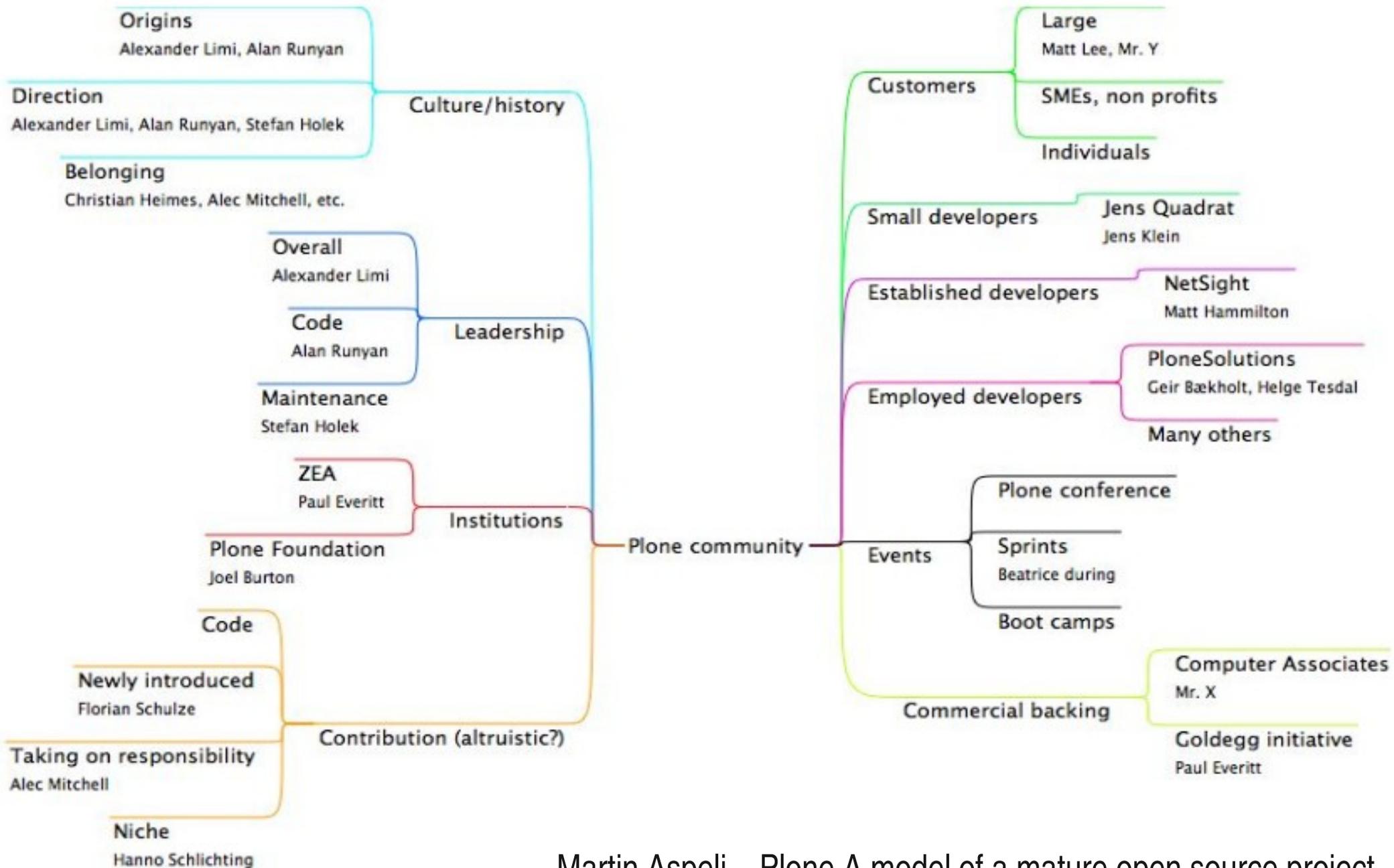
- Promover y proteger Plone
- Dueña de la marca, dominios, derechos de copia, etc.
- En caso de conflicto ejerce el rol de mediador de última instancia

# ecosistema: plone

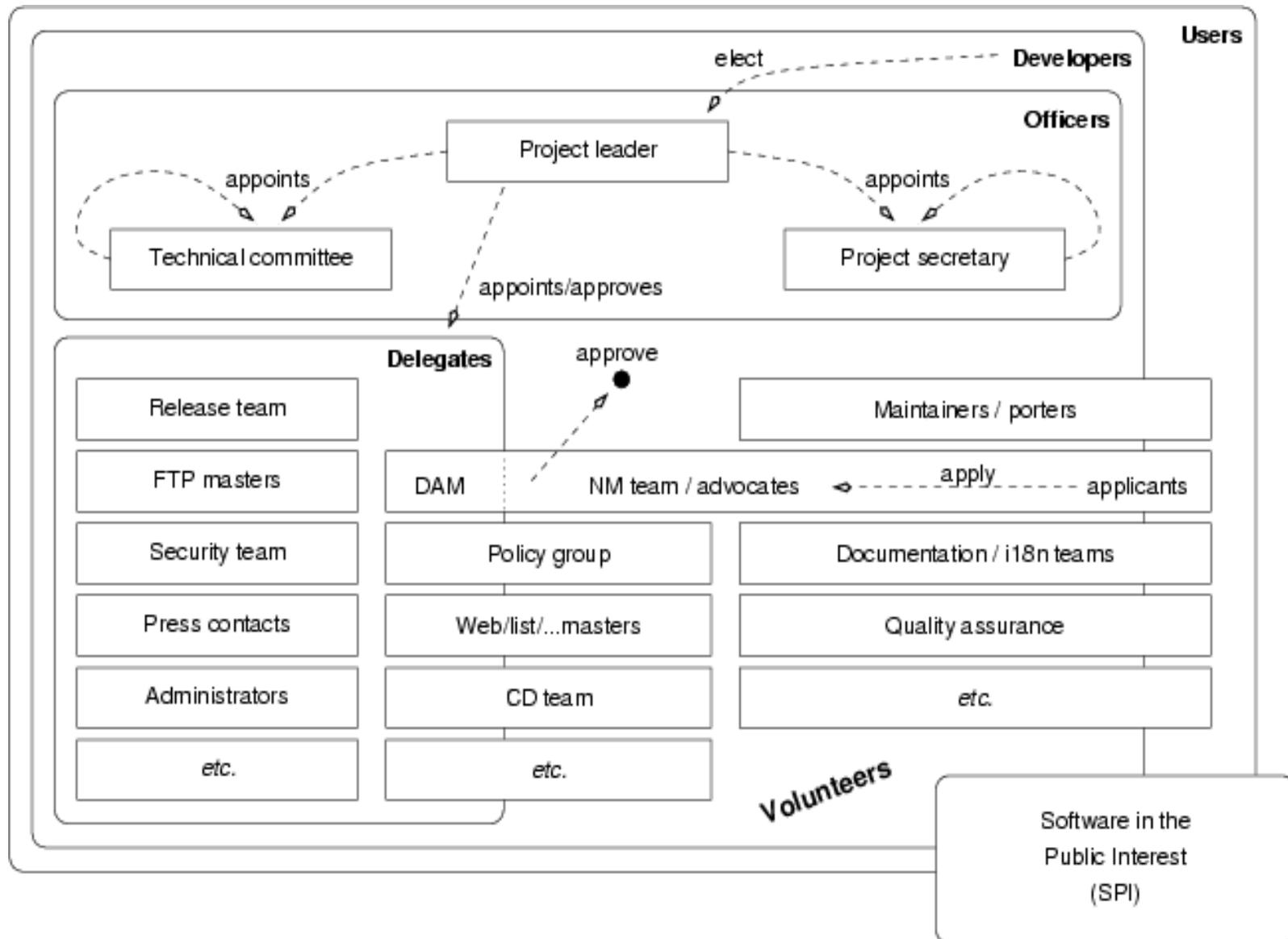


Martin Aspeli – Plone A model of a mature open source project

# ecosistema: plone



# ecosistema: debian



# **PLANIFICACION**

**o ciclo de lanzamientos**

# planificación: fetchmail

- Liberar rápido y a menudo  
menos a 10 días, diario en períodos intensos
- A cada persona que se contactaba, los agrega en la lista de correos de beta-testers.
- Anuncios por cada versión, estimular a participar en el desarrollo
- Escuchar a la comunidad, decisiones consultadas, recibir mejoras, retroalimentación

*Eric Raymond, La Catedral y el Bazaar*

# planificación

**Llamado a mejoras**

# planificación: pep

PEP stands for Python Enhancement Proposal. A PEP is a design document providing information to the Python community, or describing a new feature for Python or its processes or environment. The PEP should provide a concise technical specification of the feature and a rationale for the feature.

We intend PEPs to be the primary mechanisms for proposing new features, for collecting community input on an issue, and for documenting the design decisions that have gone into Python. The PEP author is responsible for building consensus within the community and documenting dissenting opinions.

Because the PEPs are maintained as text files in a versioned repository, their revision history is the historical record of the feature proposal [1].

# planificación: pep

Navigation icons: back, forward, refresh, home, TAG, RSS, Google

URL: <http://www.python.org/dev/peps/pep-0327/>

python™

» Core Development > PEP Index > PEP 327 -- Decimal Data Type

Search:  search

Advanced Search

Screen styles: normal\* large userpref

- ABOUT >>
- NEWS >>
- DOCUMENTATION >>
- DOWNLOAD >>
- COMMUNITY >>
- FOUNDATION >>
- CORE DEVELOPMENT >>

Why Develop Python?  
Implementations  
Intro to Development  
Development Process  
Culture

**PEP:** 327  
**Title:** Decimal Data Type  
**Version:** 62268  
**Last-Modified:** [2008-04-10 16:31:13 +0200 \(Thu, 10 Apr 2008\)](#)  
**Author:** Facundo Batista <facundo at taniquetil.com.ar>  
**Status:** Final  
**Type:** Standards Track  
**Content-Type:** [text/x-rst](#)  
**Created:** 17-Oct-2003  
**Python-Version:** 2.4  
**Post-History:** 30-Nov-2003, 02-Jan-2004, 29-Jan-2004

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# planificación

**Llamado a mejoras**

**Discusión de  
mejoras**

# planificación

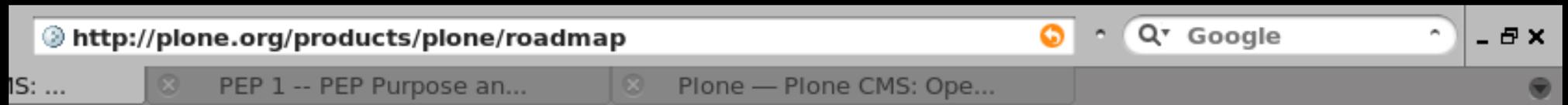
**Llamado a mejoras**

**Discusión de  
mejoras**

**Aprobación de  
mejoras**

**plan de lanzamiento**

# planificación



## Plone 3.2 (Unreleased)

The 3.2 release is a feature upgrade release for Plone 3.1. It introduces new features and polishes existing features — but does not include any major changes: all products that work with Plone 3.0 & 3.1 should also work in Plone 3.2. The upgrade from Plone 3.x is simple and non-invasive, guaranteeing a smooth upgrade experience.

tested with	Zope 2.10
license	GPL

[Read more...](#)

No improvement proposals associated with this release.

## Proposals being discussed

These proposals are currently under consideration for inclusion in an upcoming release.

proposal ▲	type	proposed by	added	target release
#101: Improve sortable tables	User interface	Florian Schulze , Leonard Norrgård	Jun 23, 2005	
#109: Make accesskeys configurable	User interface	Geir Bækholt , Matt Lee	Sep 20, 2005	
#110: Un-hardwire site root (a.k.a. the subsite proposal)	Architecture	Sidnei da Silva	Oct 10, 2005	
#116: Improved Large Folder behaviour and user interface	User interface	Alexander Limi	Dec 3, 2005	
#117: Folder Contents interface improvements	User interface	Alexander Limi	Dec 3, 2005	
#123: Support alphachannel PNGs	User interface	Alexander Limi	Dec 3, 2005	
#124: Support alpha channel PNGs	User interface	Alexander Limi	Dec 3, 2005	

# planificación

**Llamado a mejoras**

**Discusión de  
mejoras**

**Aprobación de  
mejoras**

**plan de lanzamiento**

**Implementación**

# planificación

**Llamado a mejoras**

**Discusión de  
mejoras**

**Aprobación de  
mejoras**

**plan de lanzamiento**

**Implementación**

**Congelamiento de  
versión**  
(candidato a lanzamiento)

# planificación

**Llamado a mejoras**

**Discusión de  
mejoras**

**Aprobación de  
mejoras**

**plan de lanzamiento**

**Implementación**

**Congelamiento de  
versión**  
(candidato a lanzamiento)

**Lanzamiento**  
(versión final)

# planificación: lanzamiento

## Feature enhancements in this release

---

The following features are associated with this release:

### **#184: Include more/improved portlets**

Plone 3.1 should include a few more "out of the box" portlets.

### **#195: Support product dependencies**

The next GenericSetup release has several features that improve our product installation story. Most notably it allows for profile dependencies, which we can use to support dependencies between products.

### **#200: Kupu formlib widget**

At the moment, formlib forms (including edit forms) cannot use the Kupu visual editor. We need a custom widget for this.

### **#202: Support inline validation and editing for formlib forms**

We already have KSS support for inline validation of the edit forms of Archetypes edit forms. We should extend this to work on any formlib-based form - including add forms, edit forms and standalone forms.

### **#203: Manage portlet assignments with GenericSetup**

Currently, portlets can only be assigned using Python code. There should be a GenericSetup syntax for this.

### **#204: Manage content rules using GenericSetup**

It should be possible to create and assign content rules using GenericSetup

### **#205: Flexibility Associating Portlet Types and Portlet Managers**

In order to determine if a portlet type can be added to a specific column a.k.a portlet manager, Plone looks up whether that column provides a single interface specified by the portlet type. This proposal allows registering a portlet type for multiple interfaces, in order to give more flexibility where it can be added.

### **#207: Allow Custom Portlet Managers**

Change GenericSetup handling of portlet managers to allow for custom portlet managers, not only portlet managers that use the default class.

### **#208: Adapter-Based Local Role Lookup**

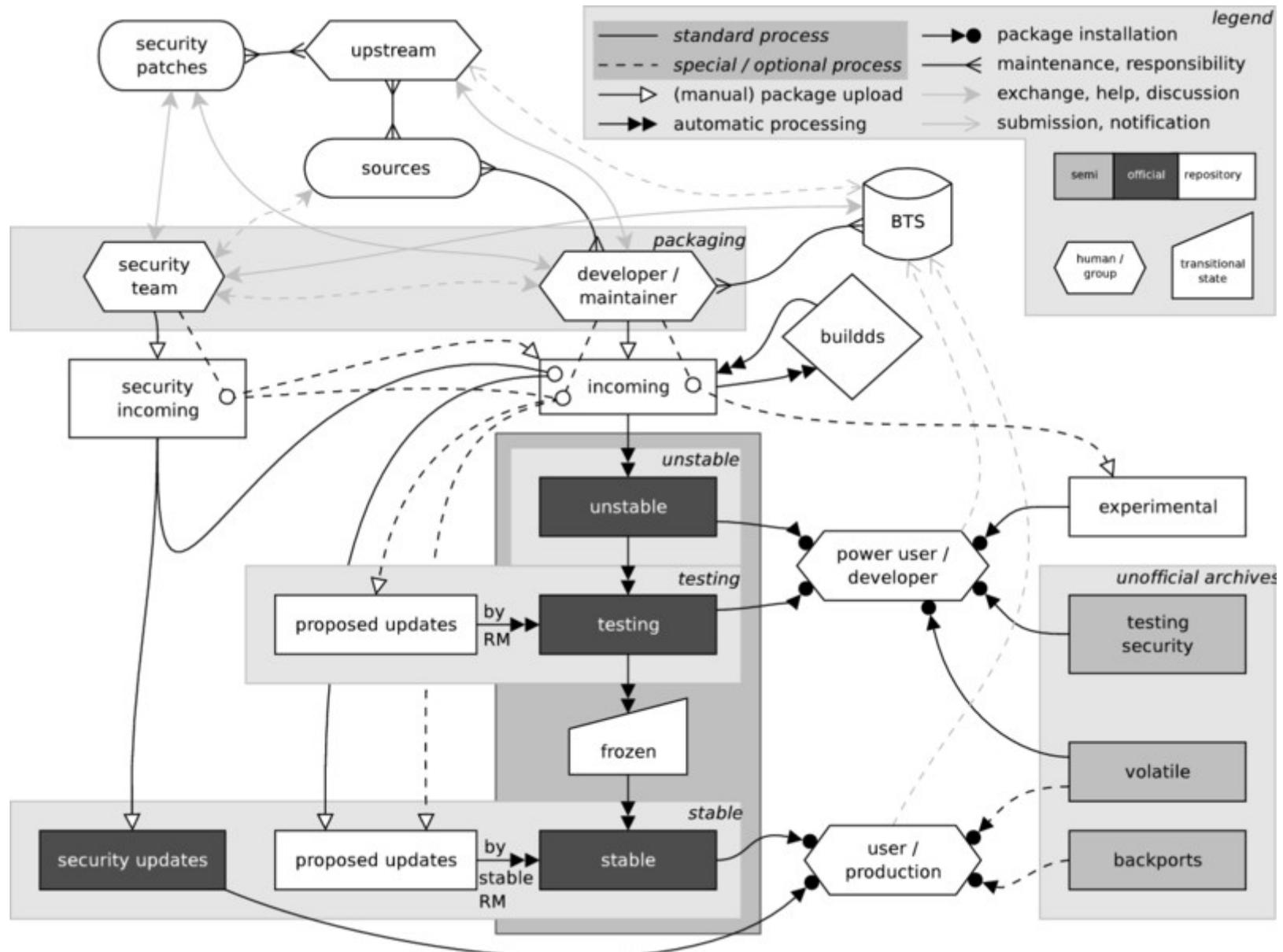
borg.localrole should become a part of the Plone core

### **#209: Add buildout to Unified Installer**

The Unified Installer should provide a buildout-based framework to make it easier to manage product and egg additions.

<http://plone.org/products/plone/releases/3.1>

# planificación: debian



# Comentarios Finales

**Figure 1** Comparing Traditional, Agile, And Open Source Development

	<b>Traditional</b>	<b>Agile</b>	<b>Open source</b>
Documentation	Documentation is emphasized as a means of quality control and as a management tool.	Documentation is deemphasized.	All development artifacts are globally available, including code and information documentation.
Requirements	Business analysts translate users' needs into software requirements.	Users are part of the team.	The developers typically are the users.
Staffing model	Developers are assigned to a single project.	Developers are assigned to a single project.	Developers typically work on multiple projects at different levels of involvement.
Peer review	Peer review is widely accepted but rarely practiced.	Pair programming institutionalizes some peer review.	Peer review is a necessity and is practiced almost universally.
Release schedules	Large number of requirements bundled into fewer, infrequent releases.	Release early, release often.	Hierarchy of release types: "nightly," "development," and "stable."
Management	Teams are managed from above.	Teams are self-organized.	Individual contributors set their own paths.
Testing	Testing is handled by QA staff, following development activities.	Testing is part of development.	Testing and QA can be performed by all developers.
Distribution of work	Different parts of the codebase are assigned to different people.	Anyone can modify any part of the codebase.	Anyone can modify any part of the codebase, but only committers can make changes official.

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Matthias Stürmer - Faculty of Economics and Social Science of the University of Bern

# Muchas Gracias

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