

**Cómo unas  
contribuciones a un  
proyecto open source  
llegaron a OSX**

**bunsan**

Applied Emerging Technologies



# Hiphoox (Norberto)

## Lenguajes

- Smalltalk – 1992
- Awk, Perl – 1993
- C, C++ y Fortran – 1994
- Java, Objective-C – 1995
- C#, PHP, Javascript – 2001
- Ruby, Python y Lisp – 2004
- Elixir, Go – 2013
- Swift – 2014
- Elm, Haskell – 2015
- Rust – 2016



About

Members



Ben Marx



Desmond Bowe



Peer Stritzinger



Todd Resudek



Bryan Paxton



Anna Neyzberg



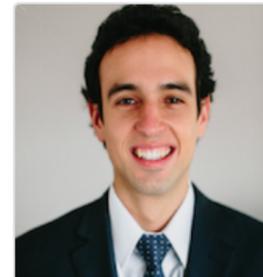
Fred Hebert



Mrinal Wadhwa



Norberto Ortigoza



Paulo D. Gonzalez



Laura M. Castro



Simon Thompson



Miriam Pena



Jeff Grunewald



Alistair Woodman



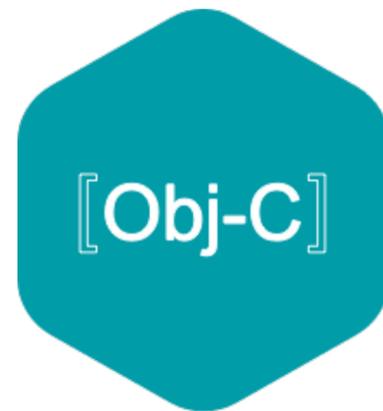
Francesco Cesarini



# Desarrollo en OSX

## Historia

En 2005 sólo se podía usar Objective-C para crear aplicaciones de escritorio. (Todavía no teníamos iPhone)



# Desarrollo en OSX

## Historia

2001 Hisakuni Fujimoto empieza el proyecto de RubyCocoa.

2002 Kimura Wataru se encarga del proyecto.

2004 Empiezo a utilizar Ruby (No existía Rails).

2005 Descubro RubyCocoa y lo empiezo a usar.





# RubyCocoa – A Ruby/Objective-C Bridge

RubyCocoa is a framework for [Mac OS X](#) that allows [Cocoa](#) programming in the object-oriented scripting language [Ruby](#).

RubyCocoa lets you write a Cocoa application in Ruby. It allows you to create and use a Cocoa object in a Ruby script. It's possible to write a Cocoa application that mixes Ruby and Objective-C code.

Some useful applications of RubyCocoa:

- Exploration of a Cocoa object's features with `irb` interactively
- Prototyping of a Cocoa application
- Writing a Cocoa application that combines good features of Ruby and Objective-C
- Wrapping Mac OS X's native GUI for a Ruby script



# Iniciando... en pequeño

**Norberto Ortigoza** <norberto.ortigoza@gmail.com>

Mon, Sep 12, 2005, 11:03 PM

to contact.rubycocoa ▼

Hi Fujimoto,

Let me tell you that I'm having fun working with your excellent framework and I would like to contribute with one sample. Please let me know how I can include it in the distribution.

Regards,

NoM



bunsan

**Norberto Ortigoza** <norberto.ortigoza@gmail.com>

📧 Mon, Sep 19, 2005, 9:04 PM

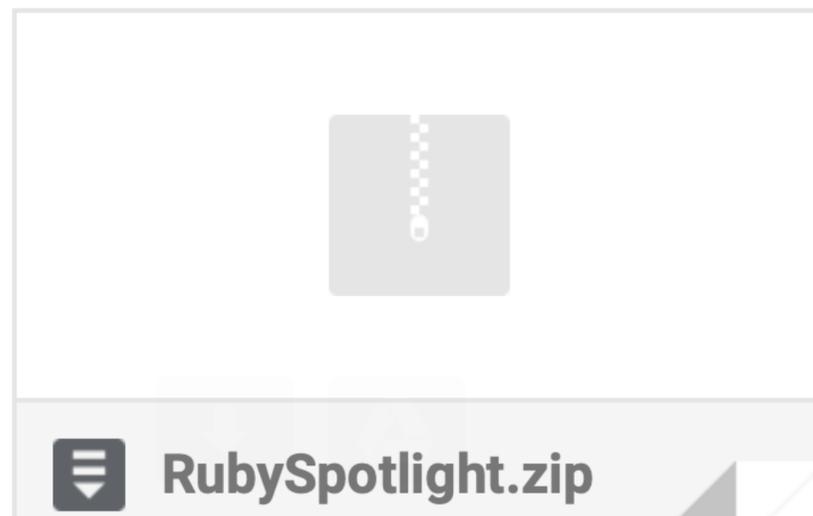
to FUJIMOTO ▾

Fujimoto,

I'm going to upload the project to a FTP server. Meanwhile this is the last version :)

BTW, Do you have plans to distribute a Tiger version of your framework?

best regards,



# Desarrollo en OSX

¿Qué paso después?

2005 Empiezo a colaborar en documentación y ejemplos.

2006 Participación más activa.

2006 Entra Laurent Sansonetti.

2006 Apple anuncia en el WWDC que incluye RubyCocoa y Ruby on Rails (Leopard OSX 10.5).



# Desarrollo en OSX

¿Qué paso después?

2007 Inicia el desarrollo de MacRuby.

2008 Soporte de MacRuby en OSX con HotCocoa.

2012 Nace RubyMotion (iOS).

2014 RubyMotion para Android.



# Áreas en que puedes ayudar

Documentación

Pruebas

Ejemplos

Cursos

Código



# Beneficios de participar

Aprendes de personas que les gusta programar.

Aprendes a trabajar en equipo.

Te das cuenta que si puedes.

Logras crear amistades que duran por años.

Satisfacción de que algo que creas es usado por muchas personas.



# Sugerencias

Conoce las reglas para poder colaborar.

Documentación y pruebas son un muy buen punto de partida para ir adquiriendo confianza.

Vas conociendo a las personas que participan.

Puedes ayudar contestando dudas en los foros.



# Sugerencias

## Erlang Ecosystem Foundation

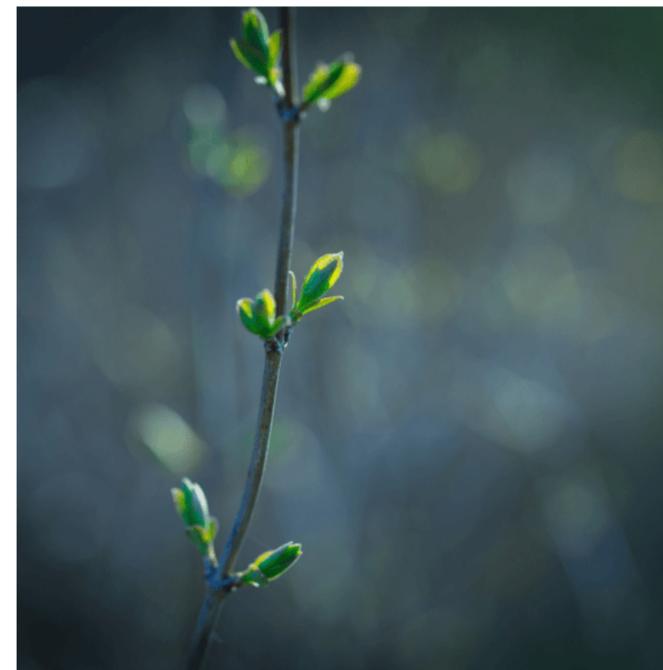
The Erlang Ecosystem Foundation is a new non-profit organization dedicated to furthering the state of the art for Erlang, Elixir, LFE, and other technologies based on the BEAM. Our goal is to increase the adoption of this sophisticated platform among forward-thinking organizations. With member-supported Working Groups actively contributing to libraries, tools, and documentation used regularly by individuals and companies relying on the stability and versatility of the ecosystem, we actively invest in critical pieces of technical infrastructure to support our users in their efforts to build the next generation of advanced, reliable, realtime applications.



# WORKING GROUPS

In order to meet the needs of the ecosystem, the EEF sponsors Working Groups to solve specific challenges faced by users of BEAM technology. Areas of particular interest include documentation, interoperability, and performance.

Anyone may start a Working Group. To apply, please copy and fill out the Proposal Template, then email [wg@erlef.org](mailto:wg@erlef.org) introducing yourself and the Group. Please include a link to the Proposal in this email. You can check out the Proposals of current Working Groups on their homepages below to see examples of successful proposals.



We will get back to you with next steps!

[Working Group Proposal Template](#)

[List of Active Working Groups](#)

- [Marketing](#)
- [Sponsorship](#)
- [Fellowship](#)
- [Building and Packaging](#)
- [Security](#)
- [Observability](#)
- [Education, Training, & Adoption](#)
- [Documentation](#)

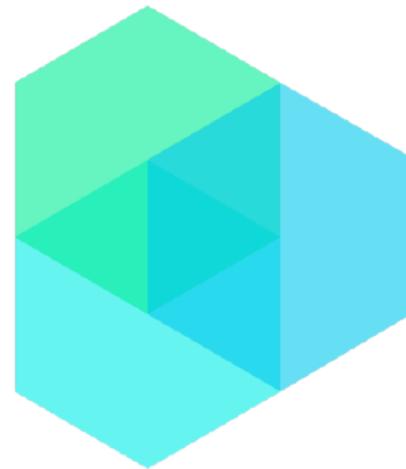


# Sugerencias

## Lumen - A new compiler and runtime for BEAM languages

build passing

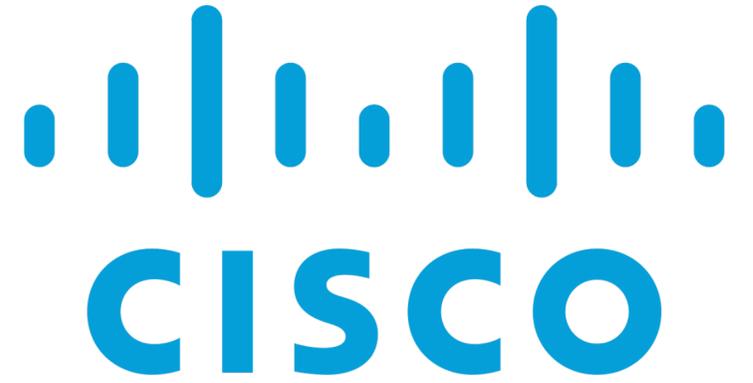
- [Contributing](#)
  - [Tools](#)
  - [Project Structure](#)
  - [Making Changes](#)
- [About Lumen](#)
- [Goals](#)
- [Non-Goals](#)
- [Architecture](#)





¿Por qué?

AdRoll



Goldman Sachs



ERICSSON

T-Mobile



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# Siguientes Pasos

¡Ahora más que nunca tienes la oportunidad de aportar, ayudar a las comunidades, y lograr un gran impacto!





# ¿Preguntas?

*[@hiphoox](#)*

*[norberto@bunsan.io](mailto:norberto@bunsan.io)*