

# Open Source Developers Conference 2012



On Wednesday, 5th December to Friday, 7th December, I attended the Open Source Developers Conference (OSDC) 2012 held at the University of Technology, Sydney. It was here where I met various highly experienced IT professionals from different companies around Australia and New Zealand. I met a very skilled professional who works at the Bureau of Meteorology as a Database Administrator down at Melbourne - he explained how they use supercomputers - the size of an entire floor, to forecast and store the weather using multidimensional arrays which surpass third dimension arrays (cubic arrays) onto 5th and 6th dimension arrays which cannot be visualised conceptually.

I also met an open source developer who works for Mozilla - a member of the identity team for Firefox - based in New Zealand. I learnt about numerous open source software, ranging from MongoDB - a non-relational database management system, to learning about PHP security with a professional containing many years in internet security (his website for more info: <https://bendechai.com>), to visiting a few old languages I have only heard of back in high school, such as prolog (logic programming language), Perl and Python. Also, Ruby was mentioned quite a bit.

Most people came equipped with Ubuntu Linux on their netbooks - as Ubuntu offers a clean, smooth GUI and full terminal access which Linux offers. The amount of food provided was immense: morning tea, lunch, afternoon tea every day! (yes, the UTS catering service in Building 6 provided a substantial effort to serve quite luxurious food). I was submerged with the topic: accessibility, being pointed towards screen readers such as <http://www.nvda-project.org/> for the visually impaired and procedures on how to efficiently cater for these users when coding for websites. For example, allowing the user to quickly 'tab' to a video's play button instead of numerous other fields before the play button, is a substantial user friendly feature required for people who may be visually impaired and just want the screen reader to read out what's on the screen as they 'tab' their way through pages - which YouTube has recently improved with their HTML5 platform.

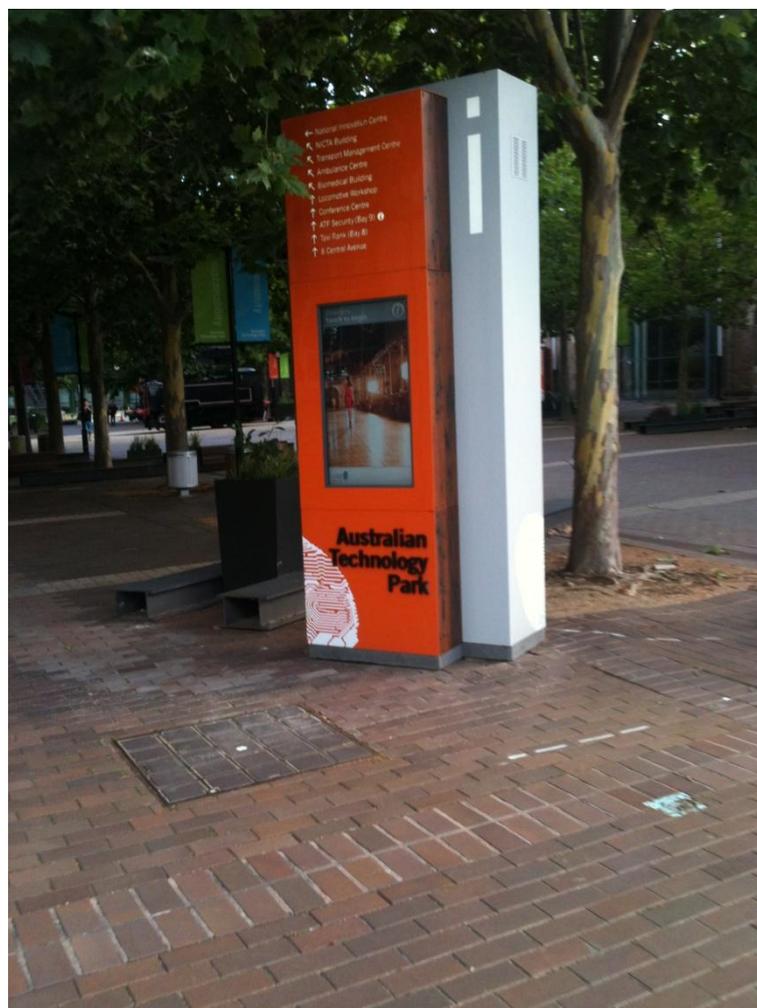
I was informed about Microsoft's Windows Azure - a cloud based platform which runs on a subscription based payment for the use of virtual machines. I attended a presentation about Agile Documentation and it was quite surprising how fast the existing requirements were being modified and new ones added - all documented via Google Docs within a collaborative environment. There were also a series of 'lightning talks' I attended, quite impressive to see numerous people talk up an idea or product for 4 minutes and try and promote or explain their topics ranging from photo restoring software to how to communicate more effectively - one lightning talk being about the privacy dangers lurking under Foursquare's website - never use it, as Foursquare exposes your linked, Twitter and Facebook accounts publically and allows anyone on the internet to literally stalk you, either by posts or geographical location via longitude and latitude information.

Furthermore, I was given a valuable insight into the emergence of Firefox Persona as a feature of Firefox to centrally store login credentials rather than signing in with a twitter, Facebook

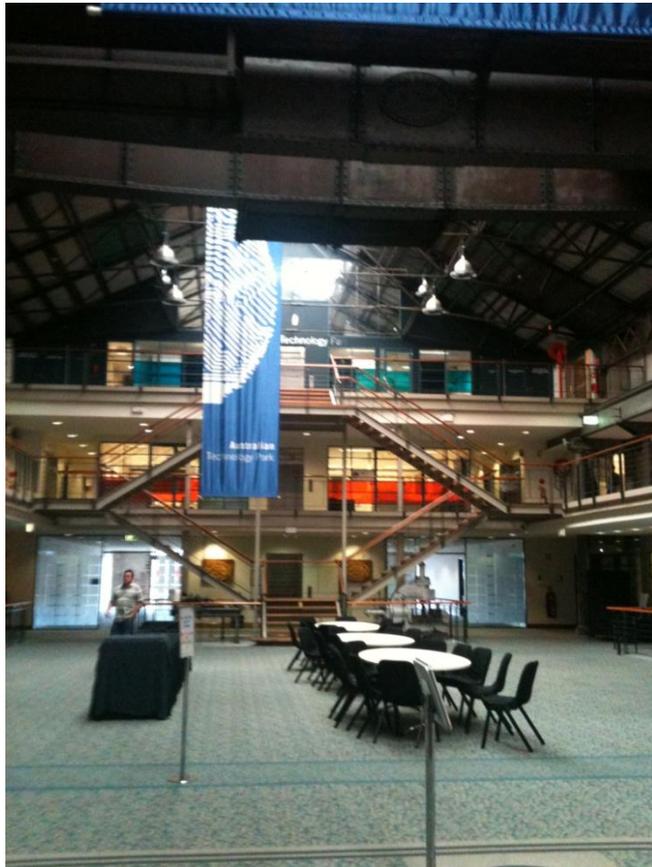
or Email account on various sites. Firefox Persona reduces the need to remember passwords and usernames. There were also talks which I attended on how to pitch your software idea to clients or a corporate company. I saw a successful demonstration of navigating through a PowerPoint presentation via a mind control headset. Another talk encompassed 3D printers - which I received a toothpaste squeezer based on the 3D printer's plaster.

I was also invited to attend the formal OSDC12 dinner on Wednesday, 5th December at the Australia Technology Park, where I carefully listened to a funny, yet informative speech by Stewart Smith about the history of Linux, Windows and Mac throughout the computing world, innovation and how open source software made its entry into the world. I felt like I was meant to be there! - I could relate to so many spoken topics! My entire experience at OSDC12 cannot be summed up with just words. Gaining that contact with industry professionals provided an invaluable and solid insight to what lies ahead, should I choose the software development pathway.

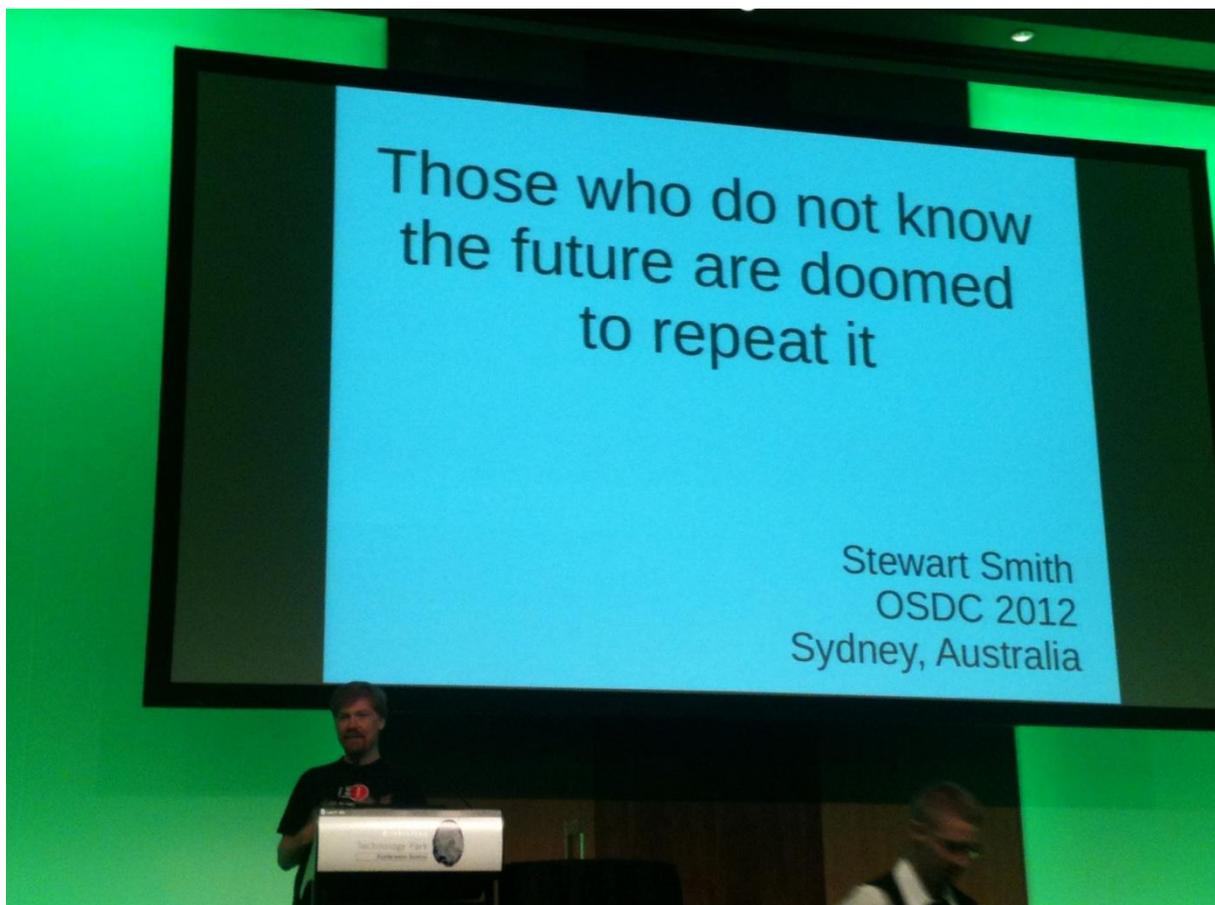
- Stefan Caliaro



Formal Dinner at Australian Technology Park - Near Redfern station



Inside - Bay 2, Australian Technology Park



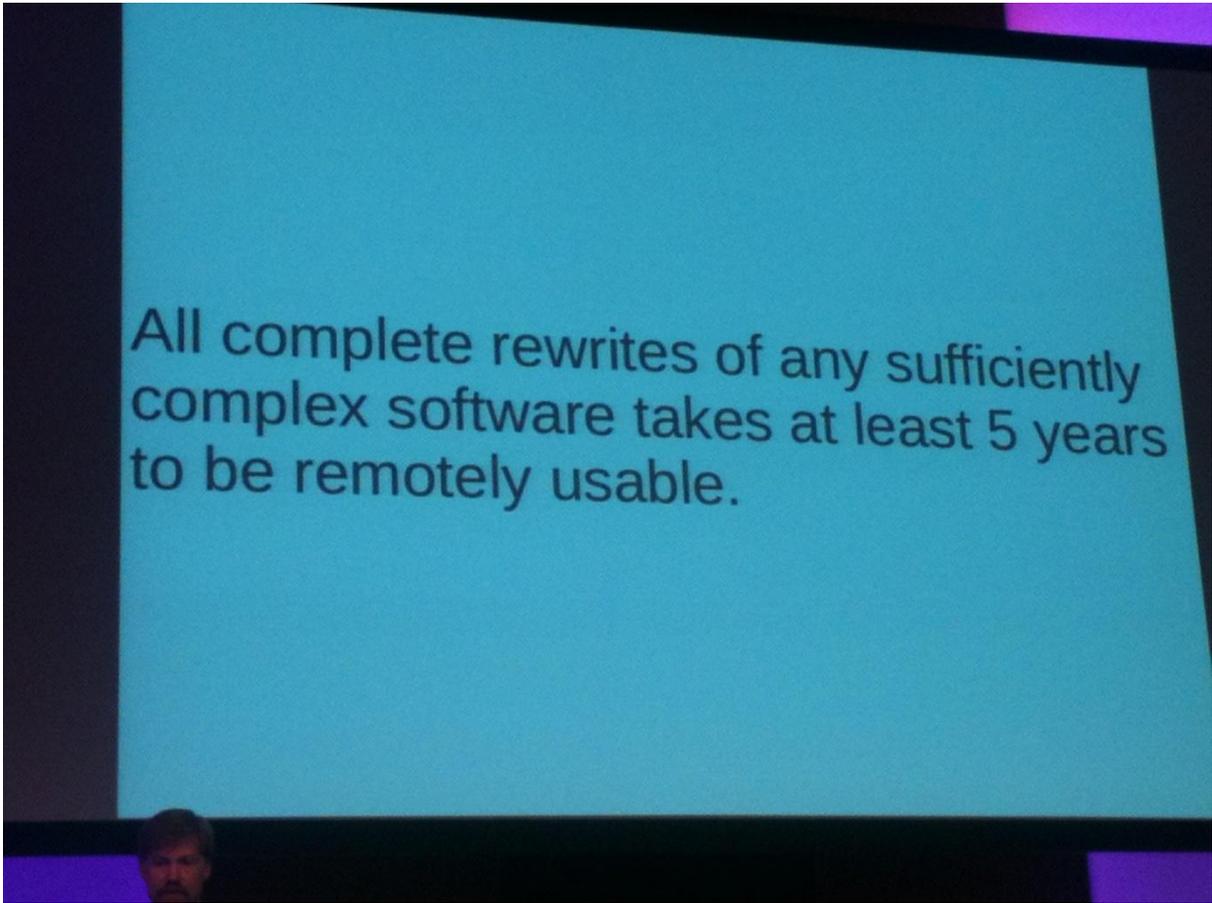
Stewart's First Law



Stewart's Second Law

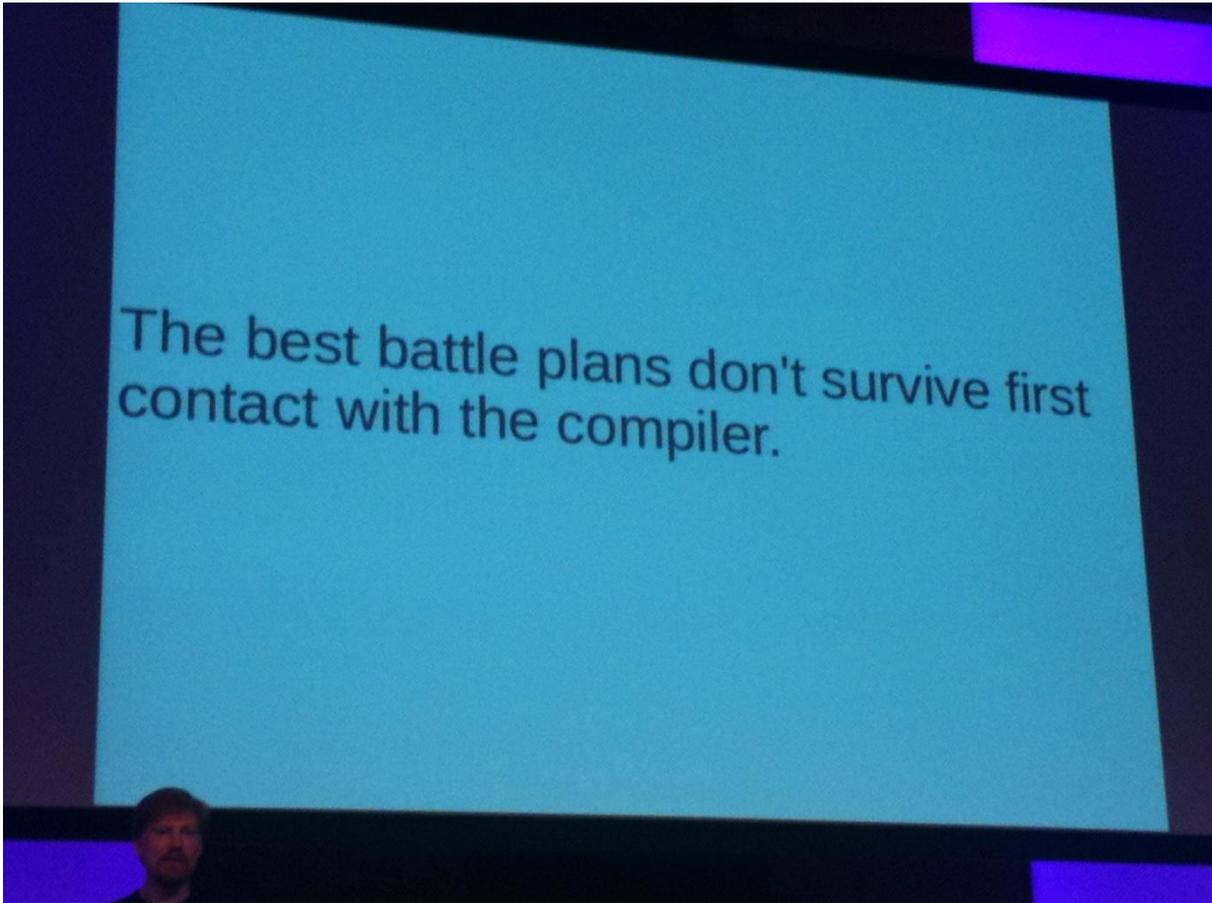


Coke - Innovation



All complete rewrites of any sufficiently complex software takes at least 5 years to be remotely usable.

Stewart's Third Law



The best battle plans don't survive first contact with the compiler.

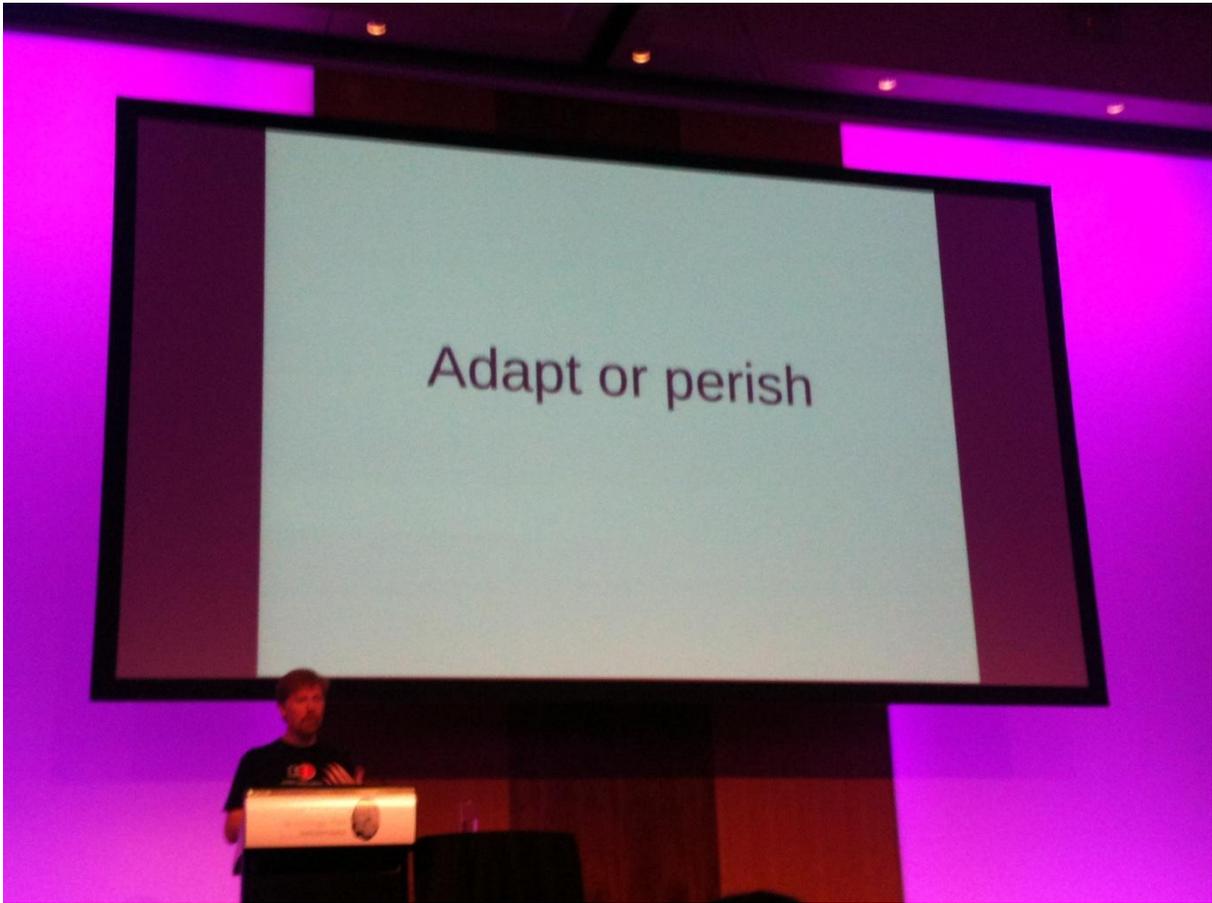
Stewart's Fourth Law



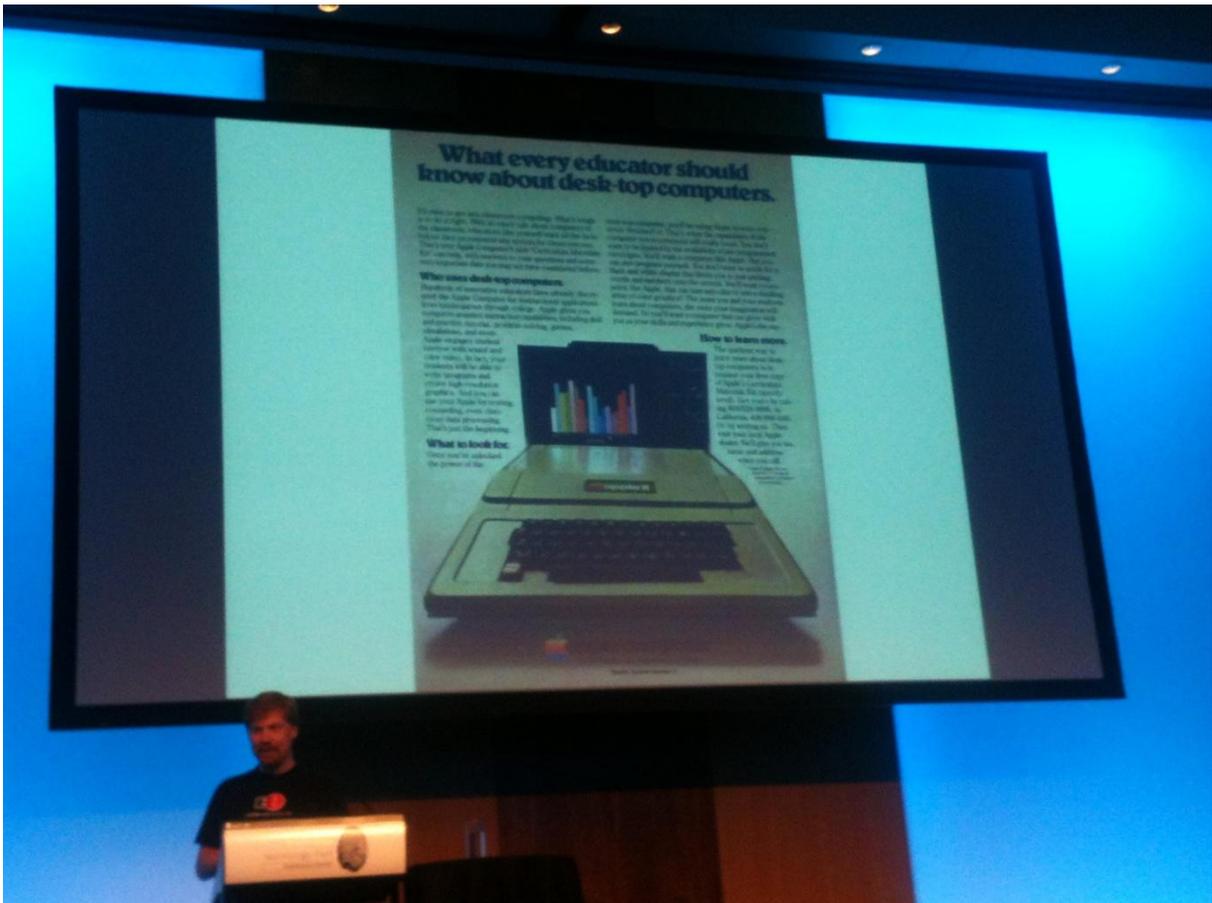
Software Engineering is required to develop new, intuitive and efficient applications



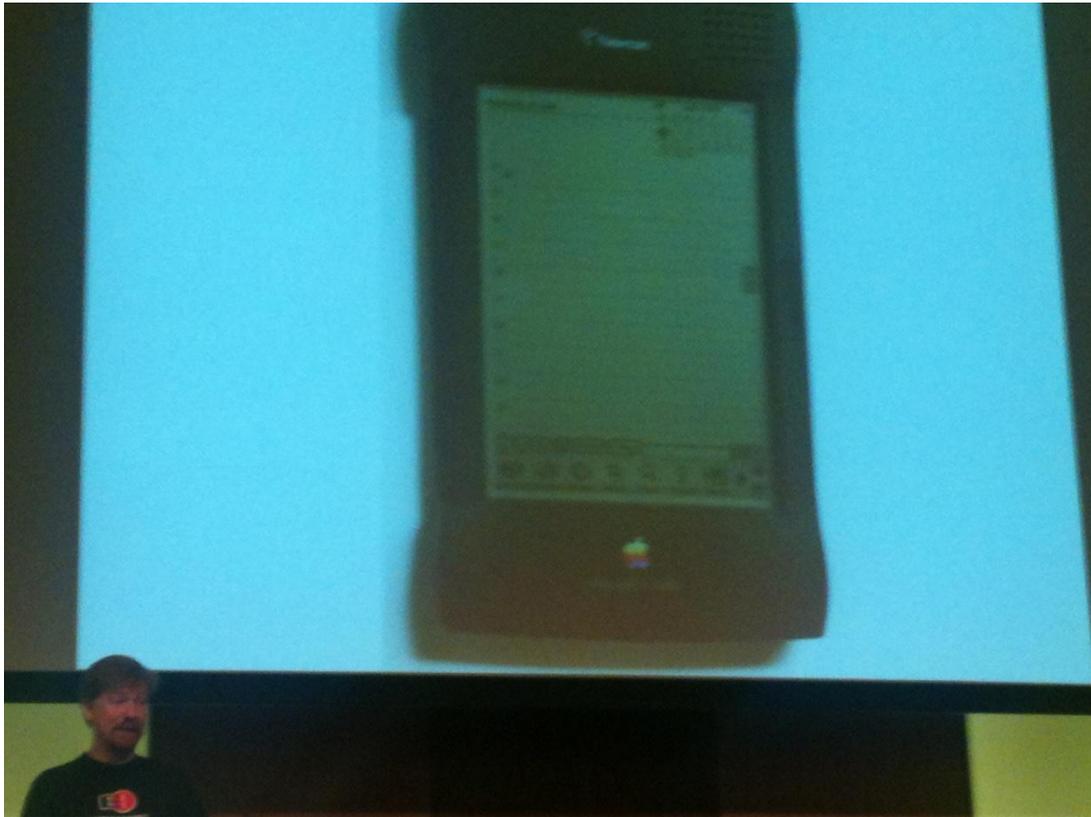
Developing software is always an ongoing process



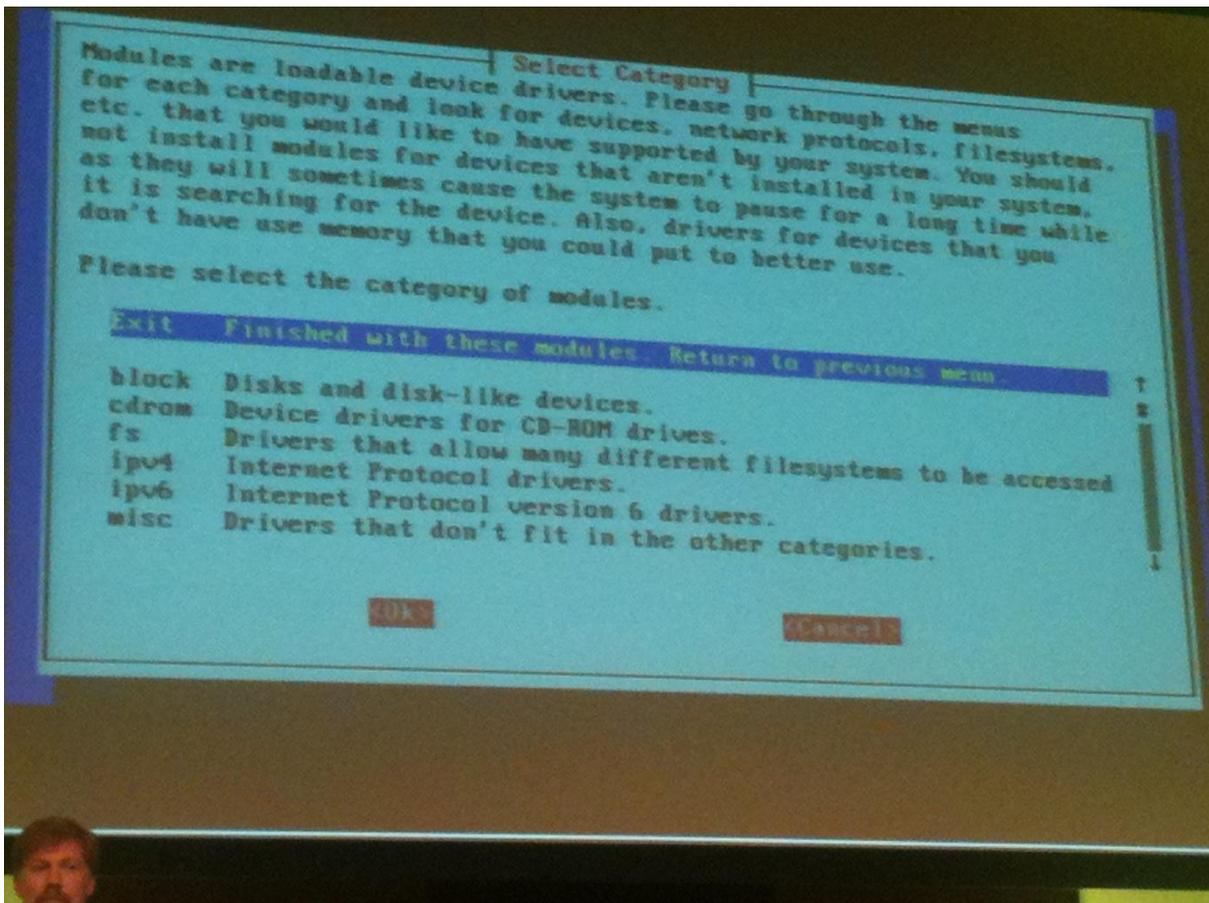
Stewart's Fifth Law



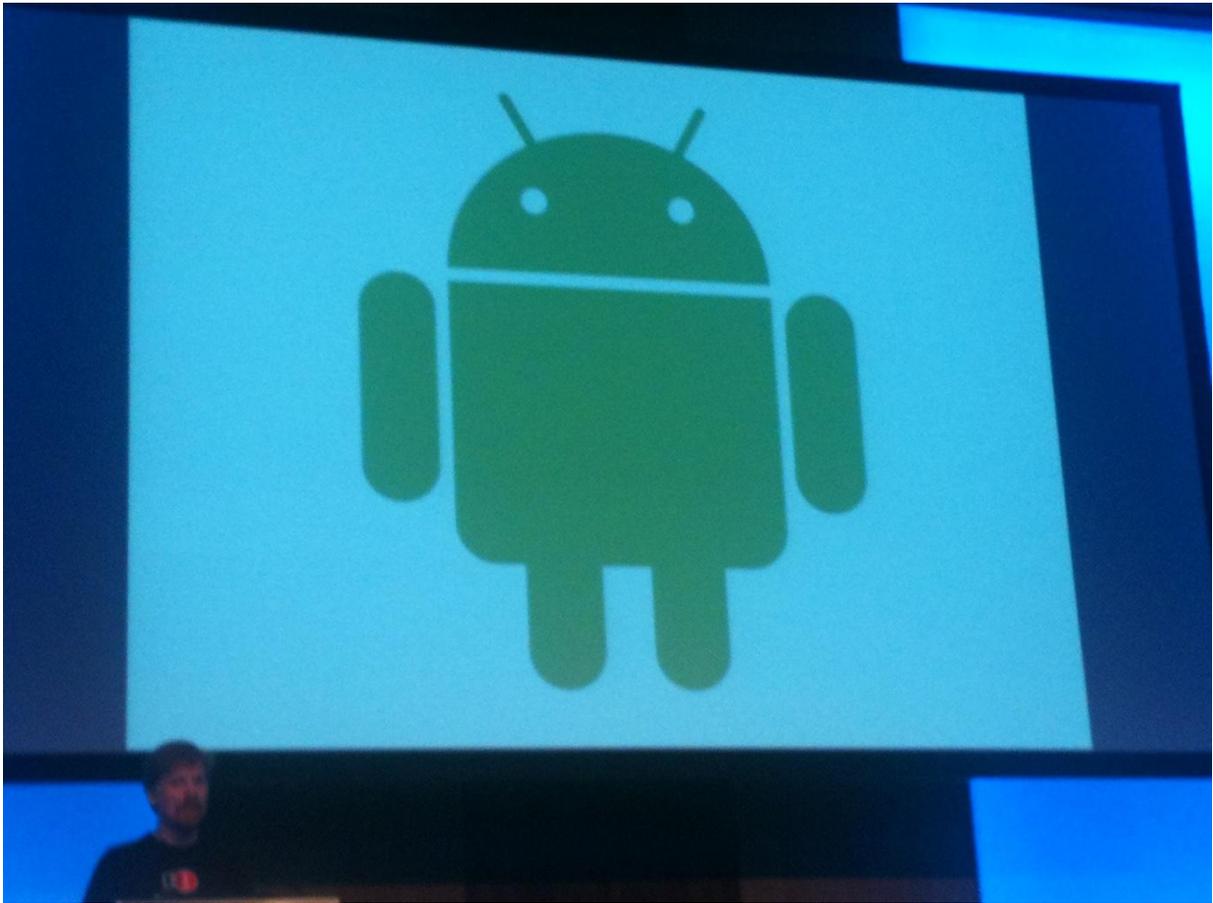
Desktop computers were seen as the future of education



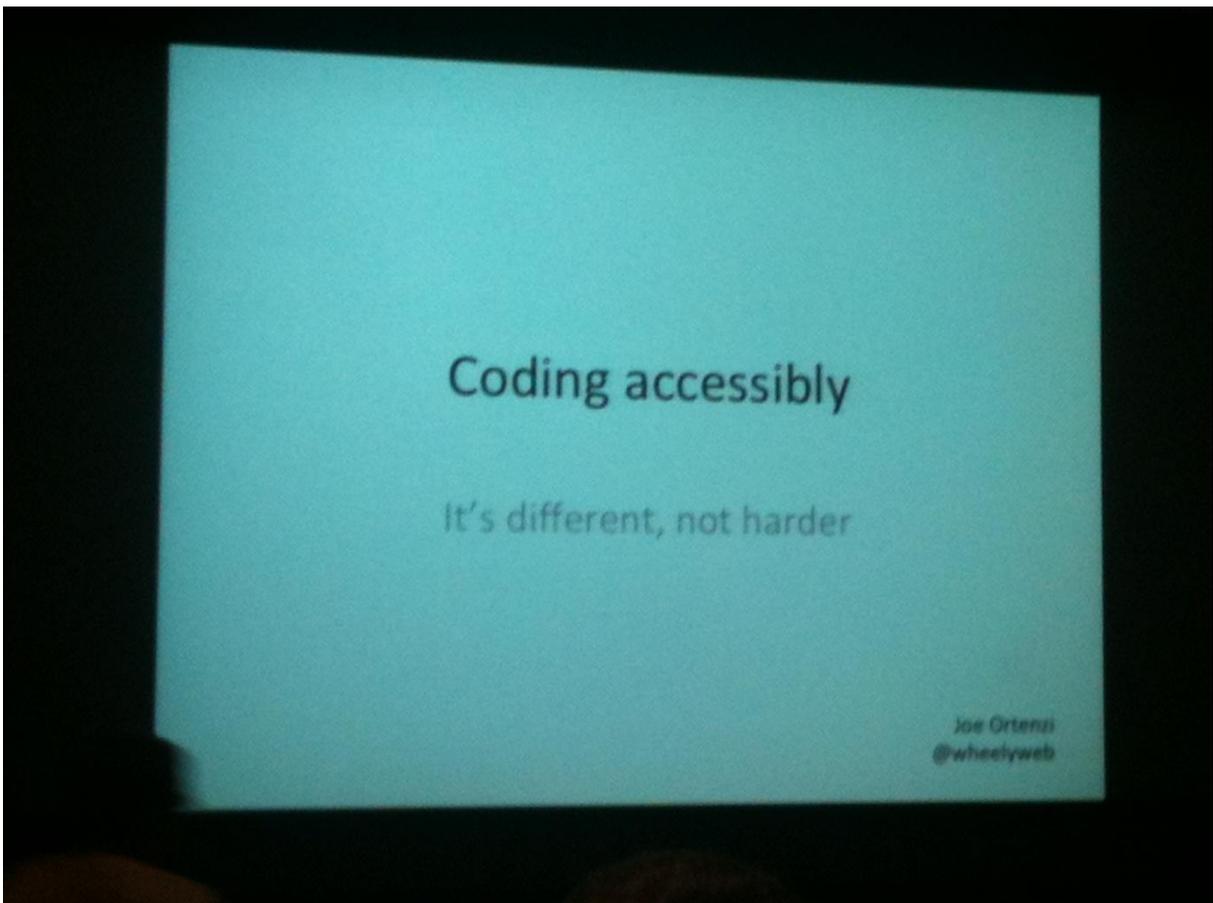
Apple's first mobile device - MessagePad 2000



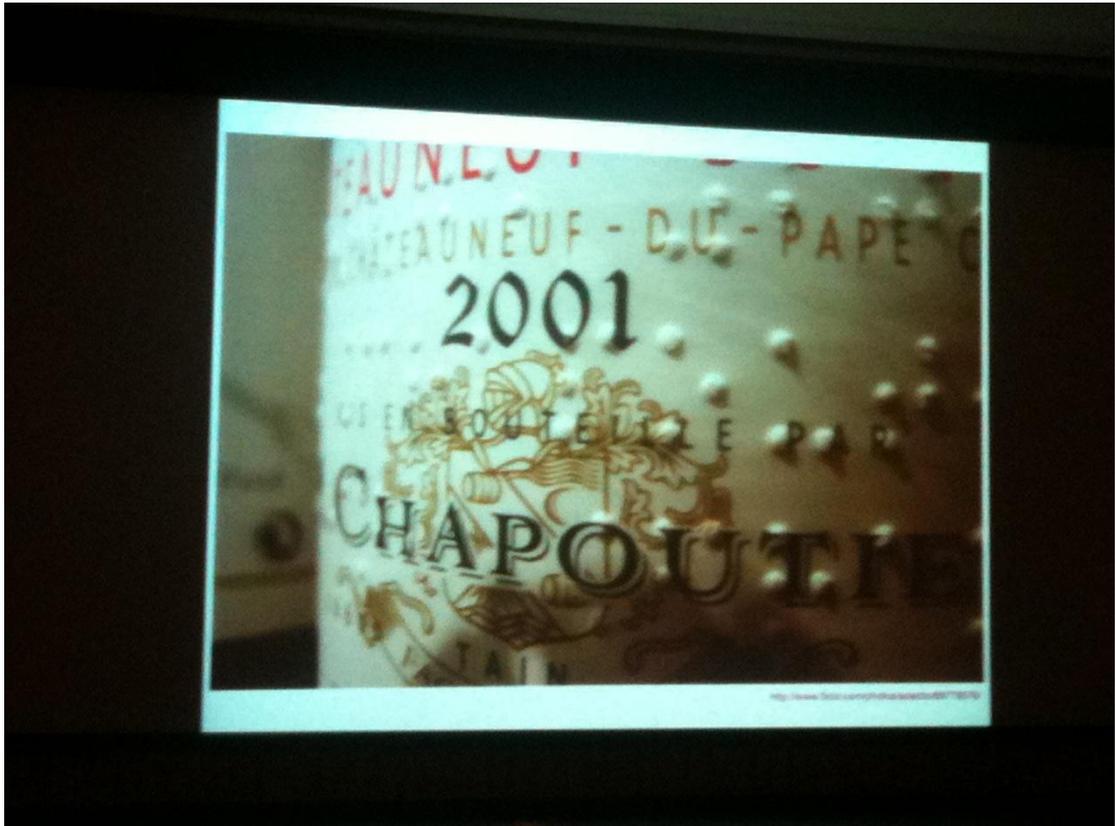
First Linux Distribution, supporting ipv6 as a joke of its advanced configurability as opposed to Windows and Mac :)



Android - One of the most open source platforms for mobile, running on Java



Accessibility



Brail - An Accessibility option



Open Source Firefox Persona - Now available for your site



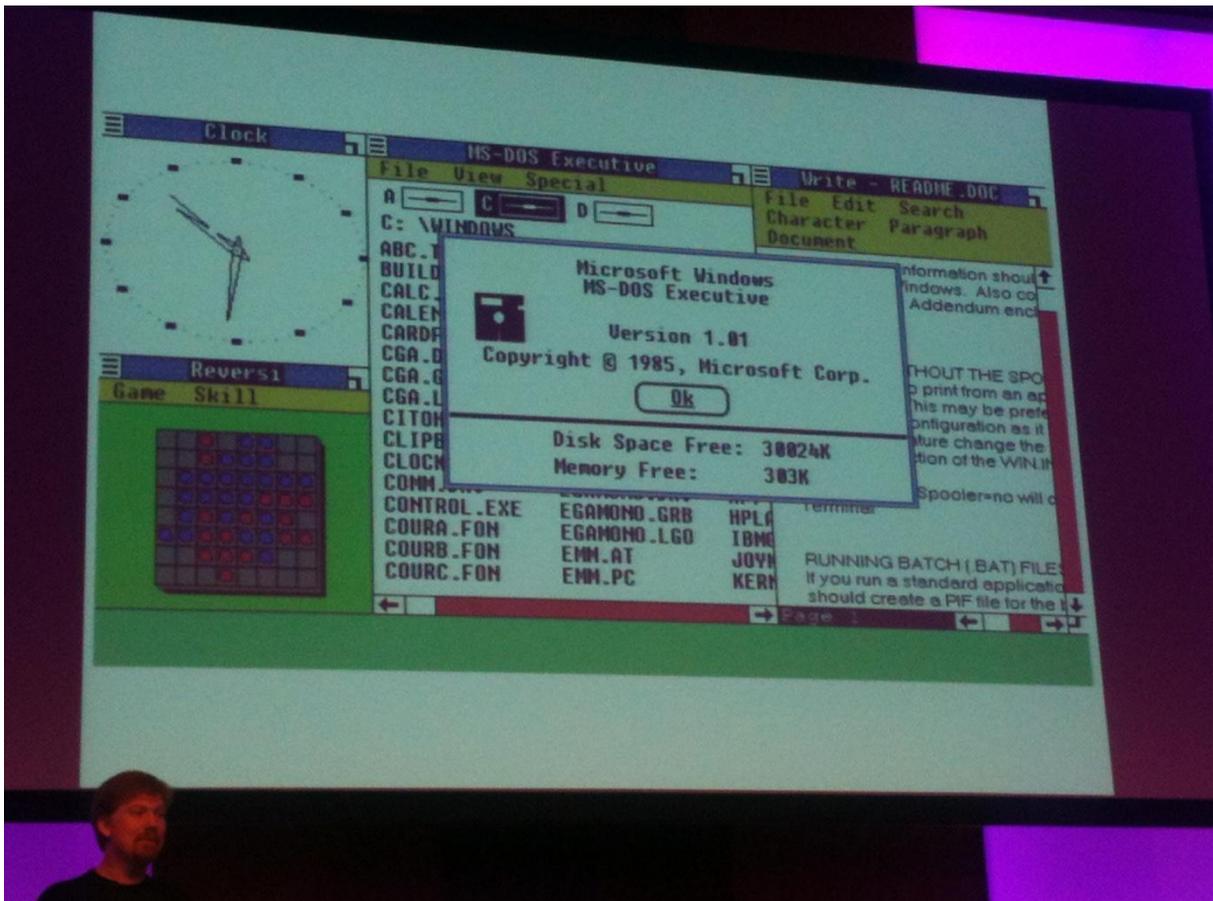
Firefox Persona and companies which have been vulnerable to attacks in the past



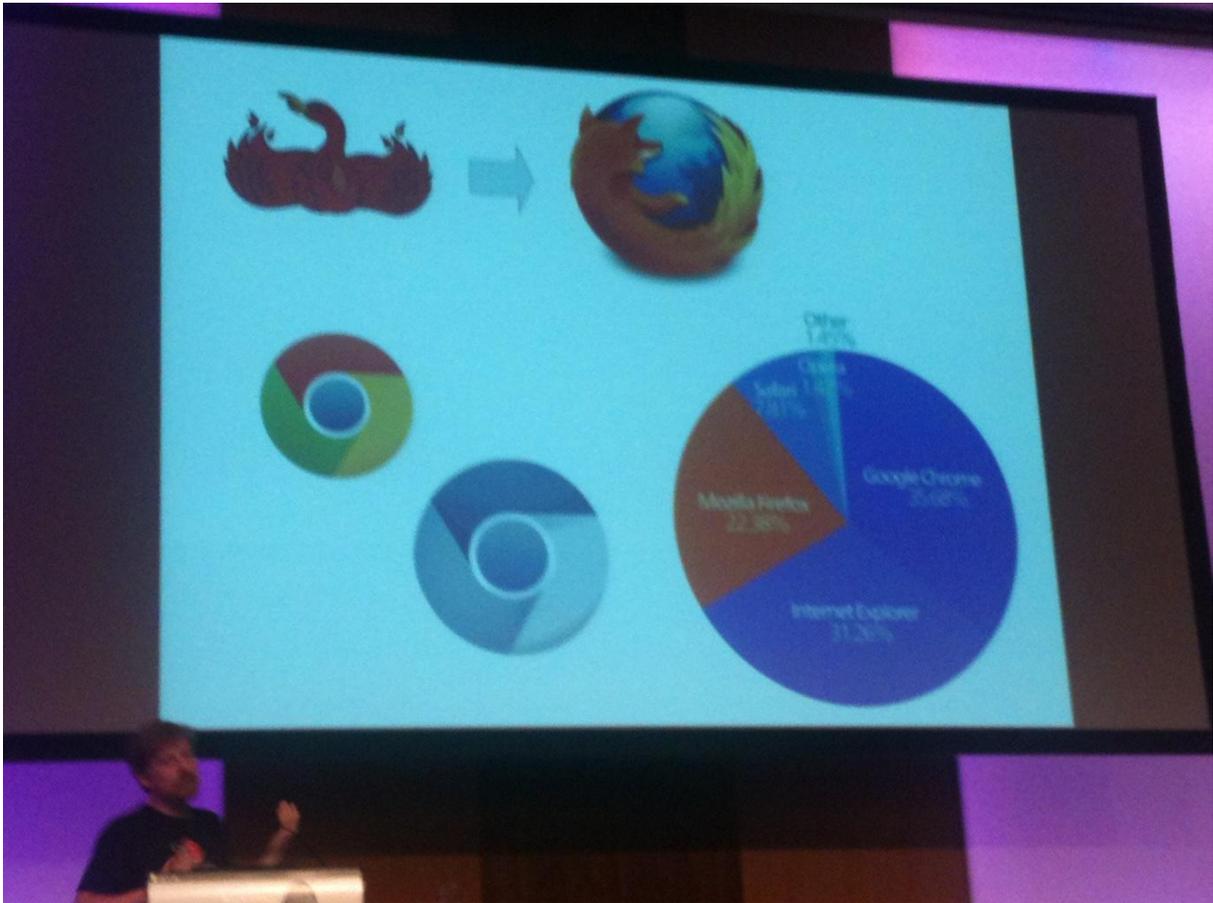
Foursquare lightning talk



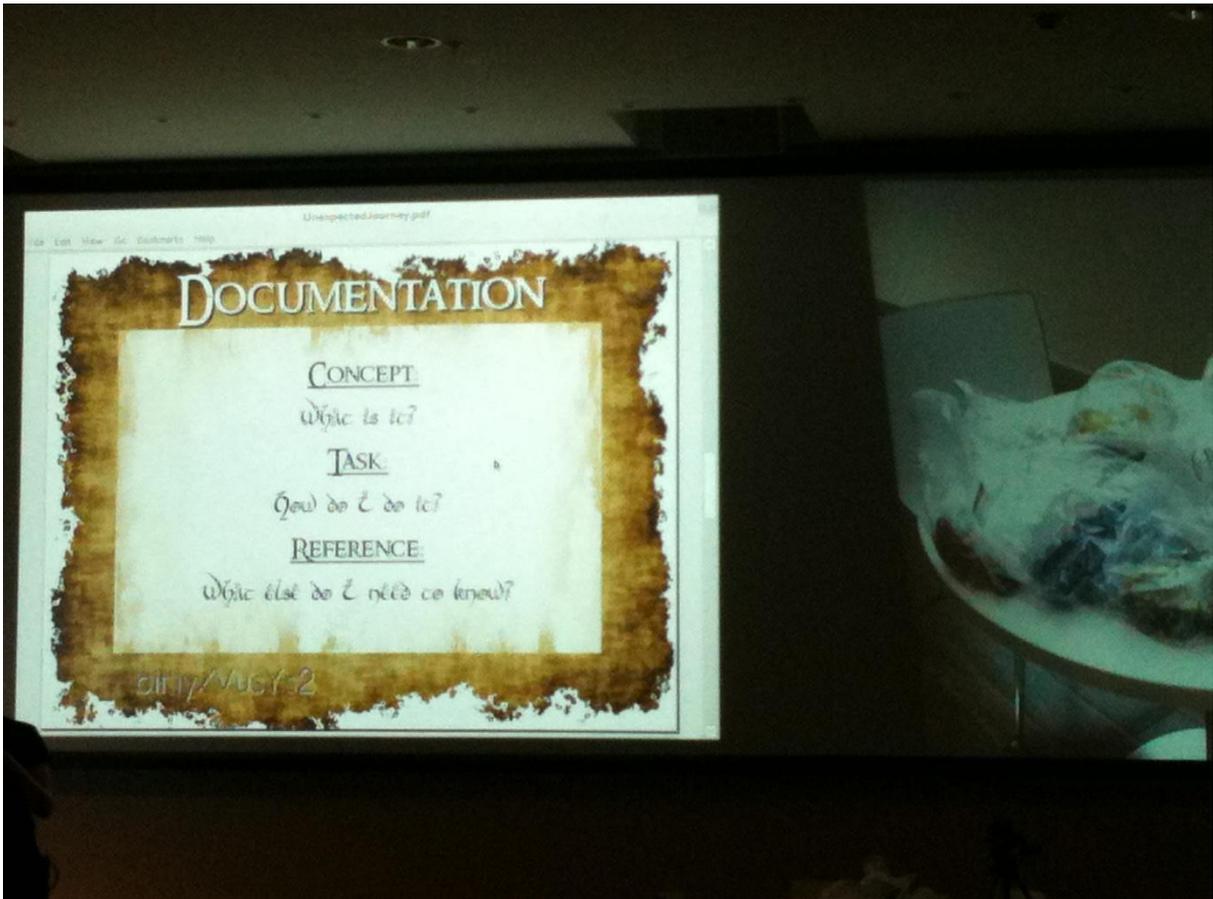
Old supercomputer with 258GB HDD



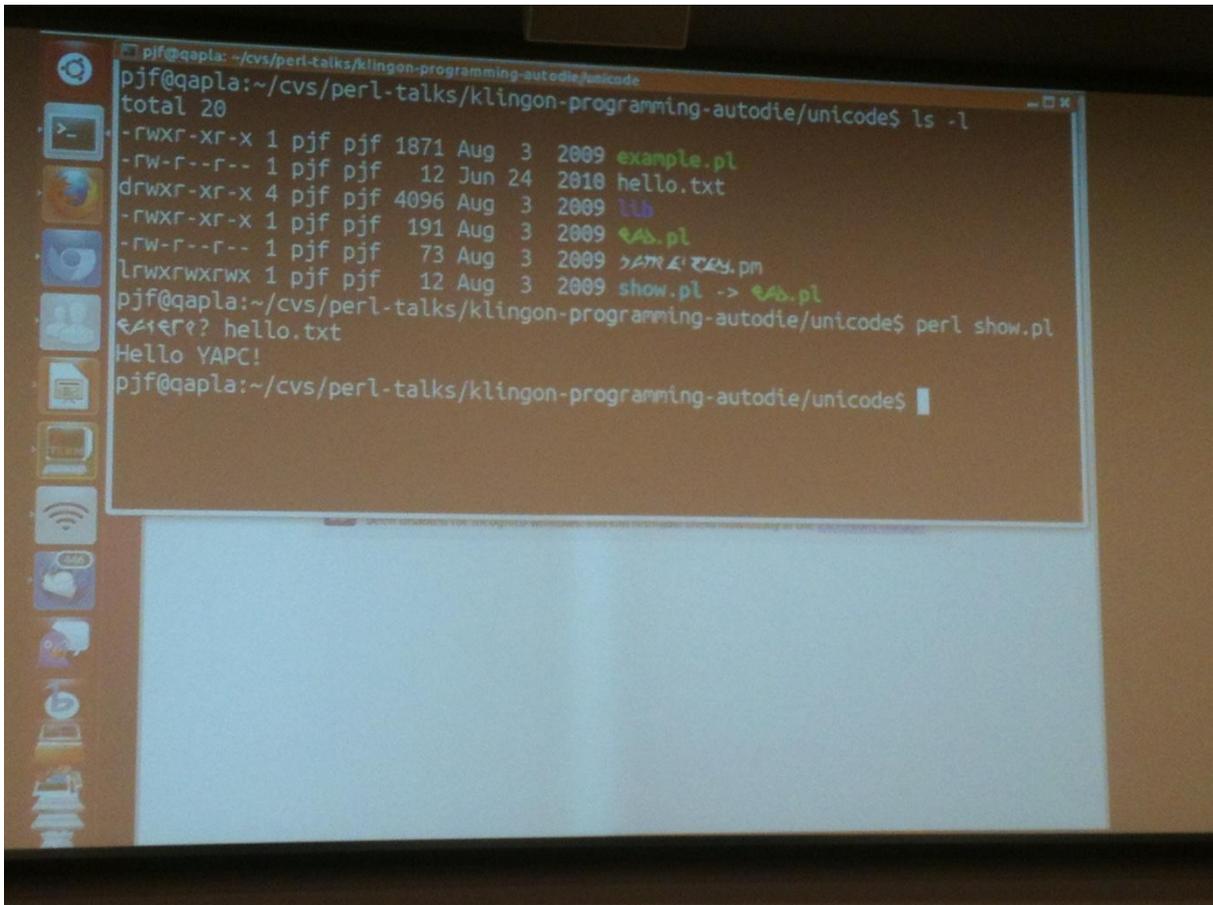
Windows 1



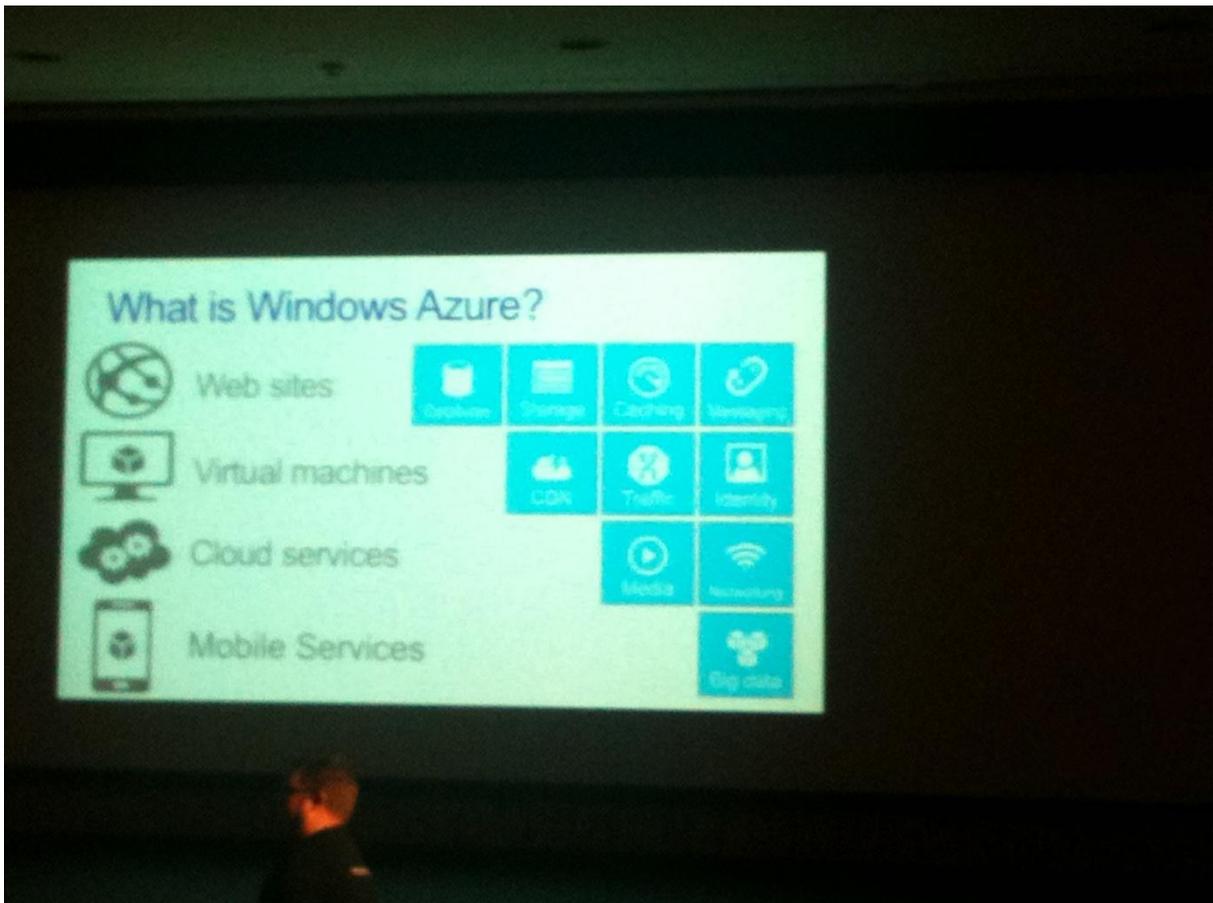
Browser's users comparison



Agile Documentation



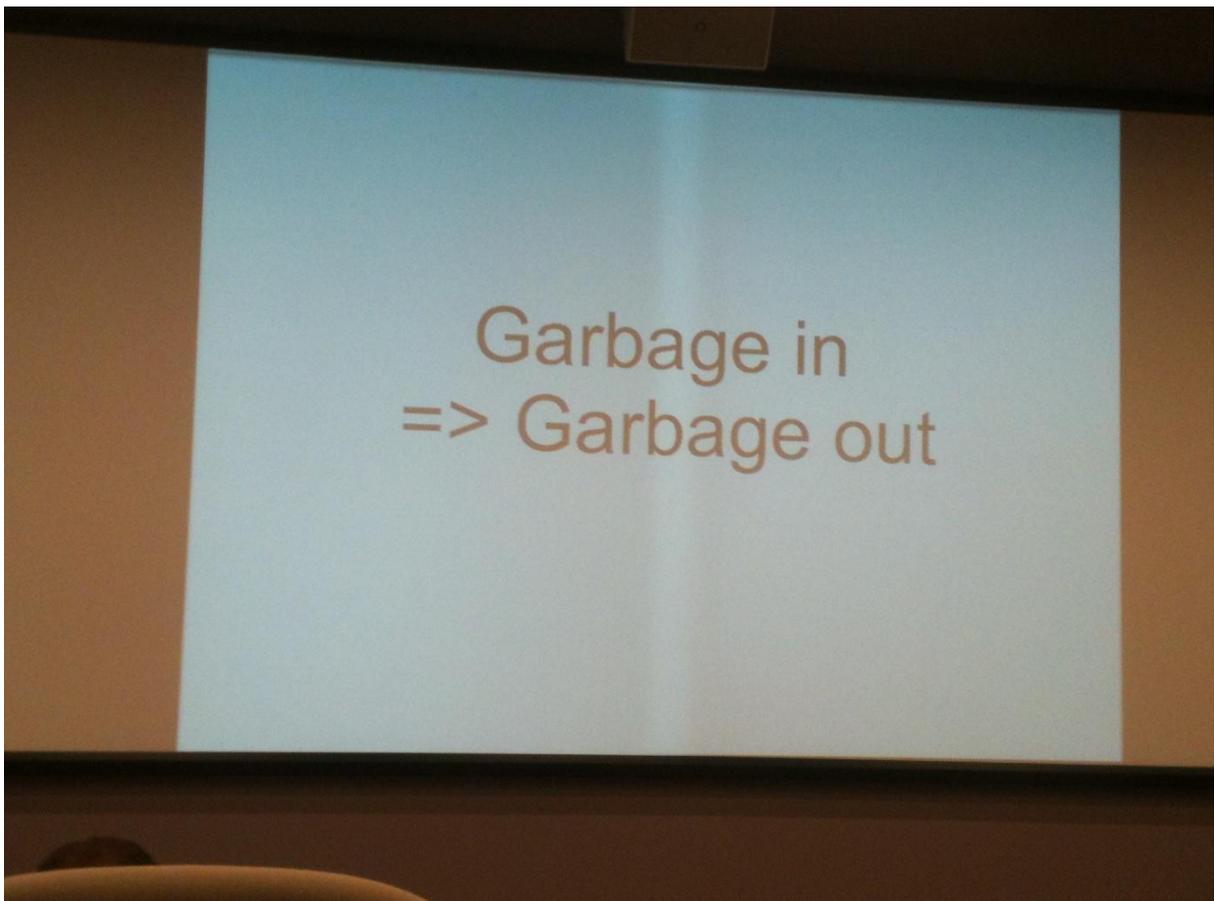
Ubuntu terminal utilising Unicode



Microsoft Evangelist talking about Azure



Google Coding Society



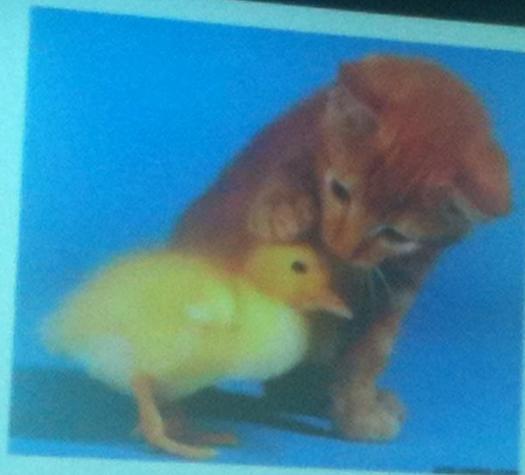
Speaks for itself

## Great Software

- **Delightful to use**
- **Well documented, coherent, consistent...**
- **Provides value**

Writing Good Software - Axel Kumbler, CEO of the ManagedDB company

Principles of designing and maintaining good quality software



GO FORTH AND CODE NO EVIL

Google's motto :)

Sorry about the amount of pictures, (couldn't help myself - They're all too interesting), I hope you found this as interesting as I did and thank you for viewing!