



funky lesbean

@trans_disaster



STOP ARGUING OVER THE BEST
PROGRAMMING LANGUAGE

C is LOW-LEVEL

C++ is POWERFUL

Python is INTUITIVE

Rust is SAFE

Lua is EASY

Java

C# is LEGIBLE



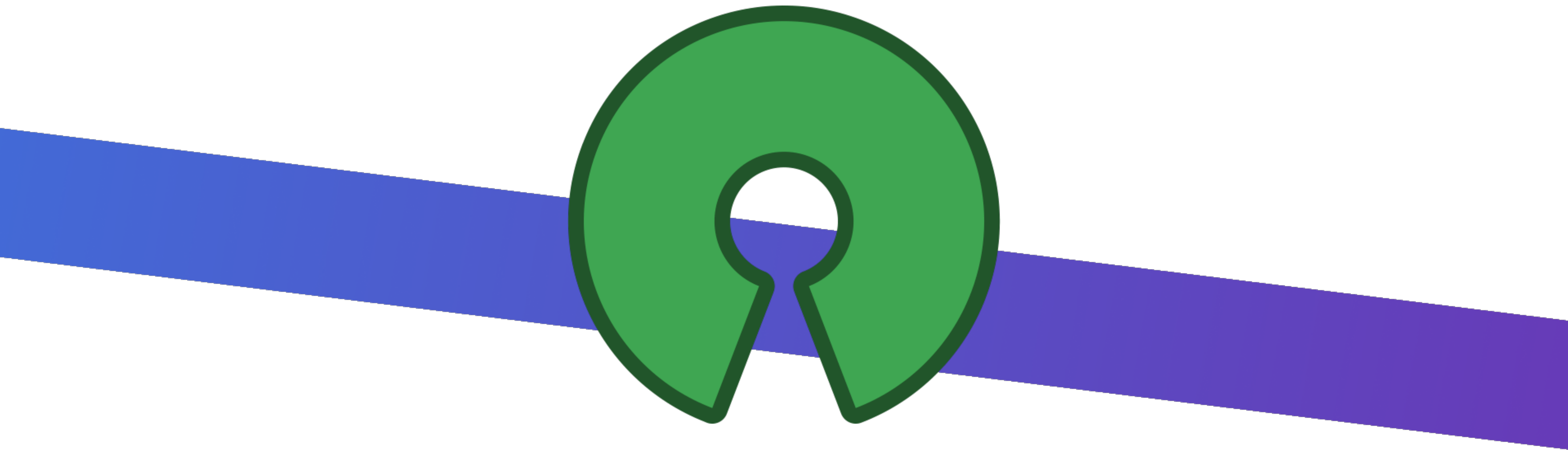
From bUnit with love

How Open Source can help you!

Steven Giesel // .NET User Group Zurich

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  "websites": [  
    "https://steven-giesel.com",  
    "https://giesel.engineering"  
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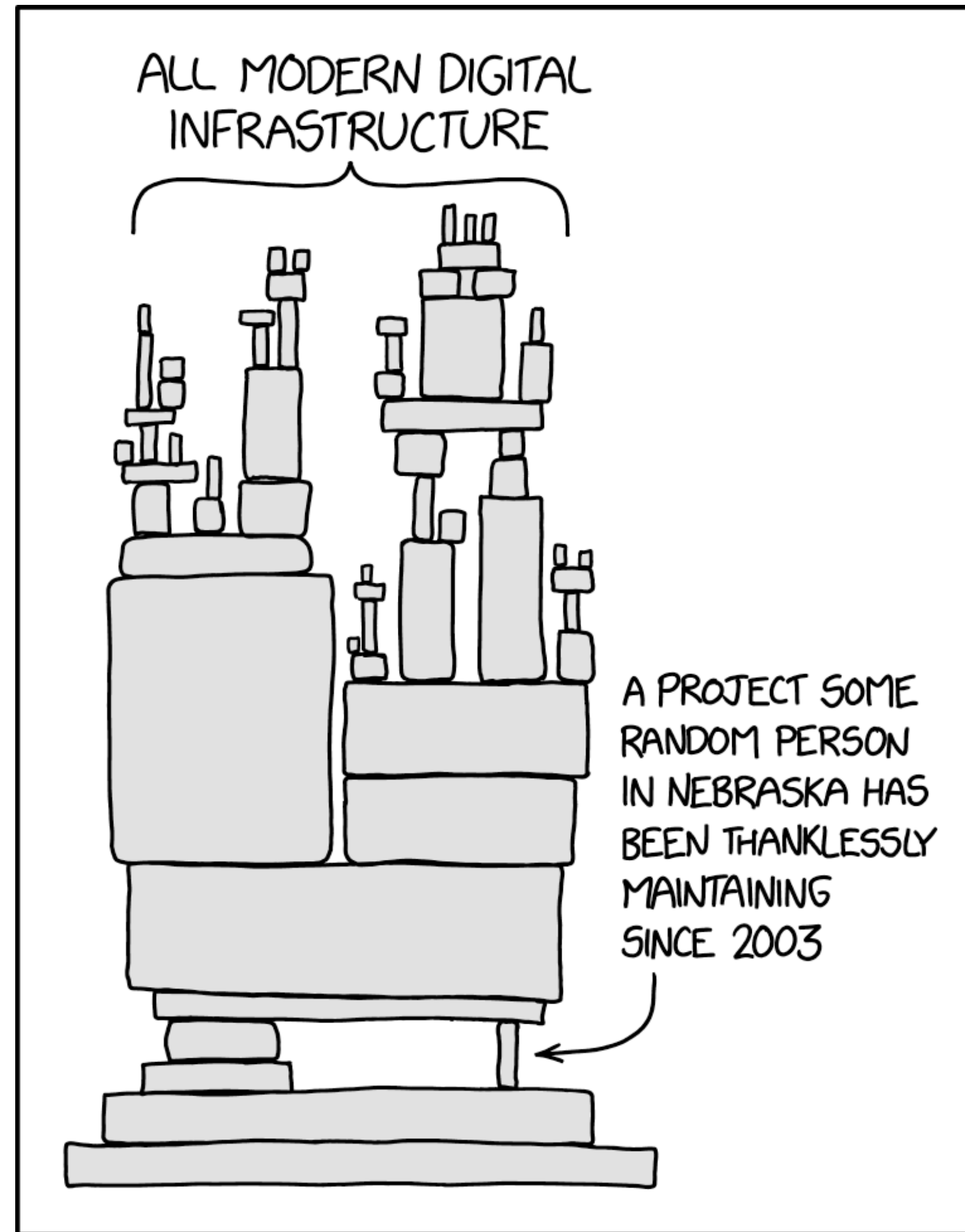


Why is Open Source important?



Jenkins

Why is Open Source important?



Why is Open Source important?





Volkan Yazıcı @yazicivo · Dec 10, 2021

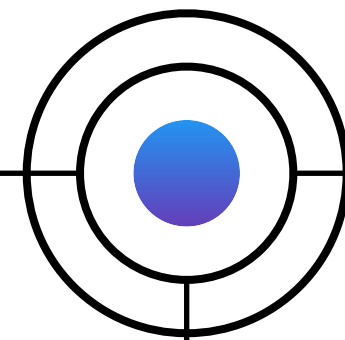
Log4j maintainers have been working sleeplessly on mitigation measures; fixes, docs, CVE, replies to inquiries, etc. Yet nothing is stopping people to bash us, for work we aren't paid for, for a feature we all dislike yet needed to keep due to backward compatibility concerns. [x.com/shipilev/statu...](https://twitter.com/shipilev/status/1451111111)

Why is Open Source important?

“Noteworthy Events”

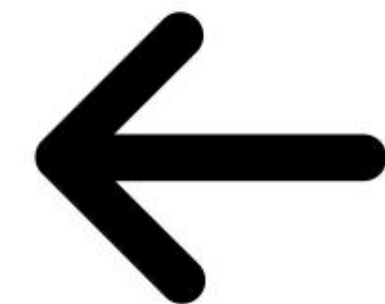
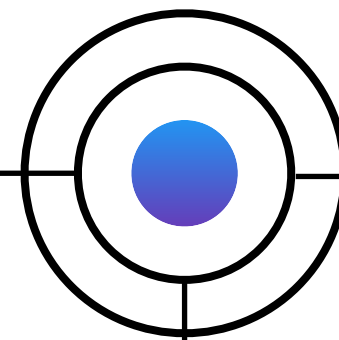
Why is Open Source important?

2014



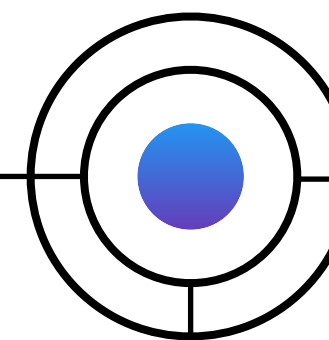
Heartbleed/OpenSSL

2016

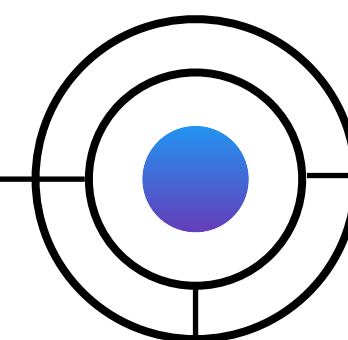


LeftPad/npm

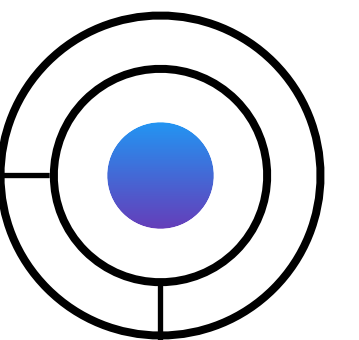
2021



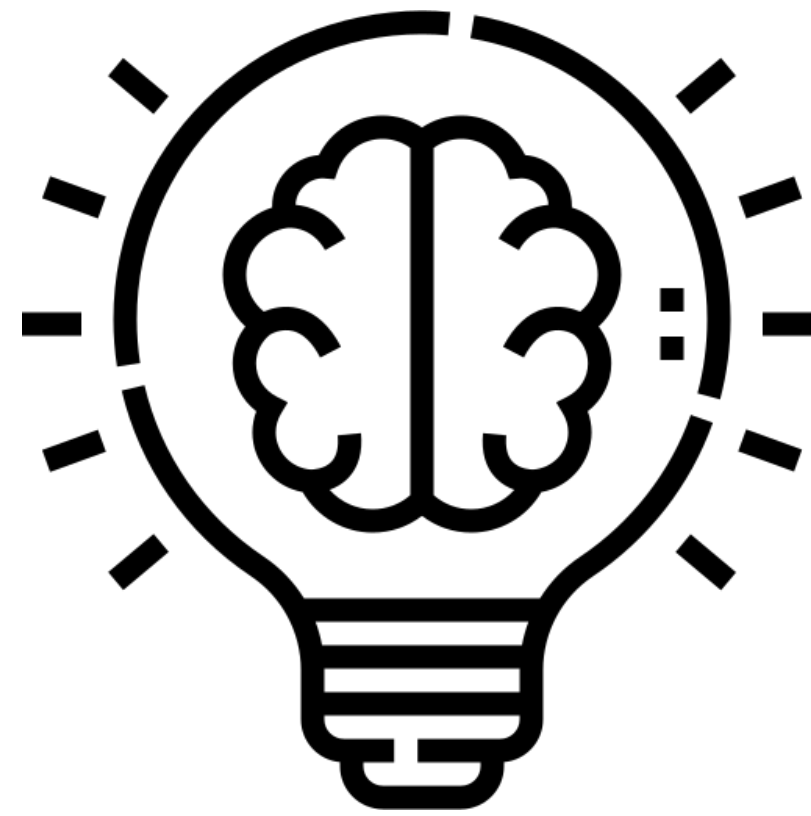
2023



2024

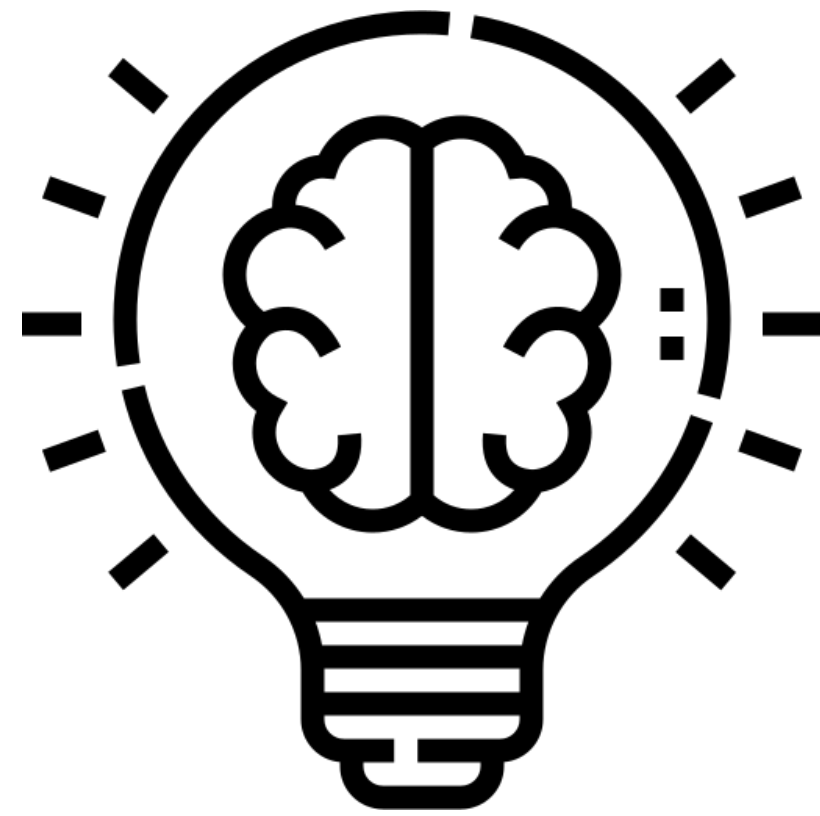


Benefits for you

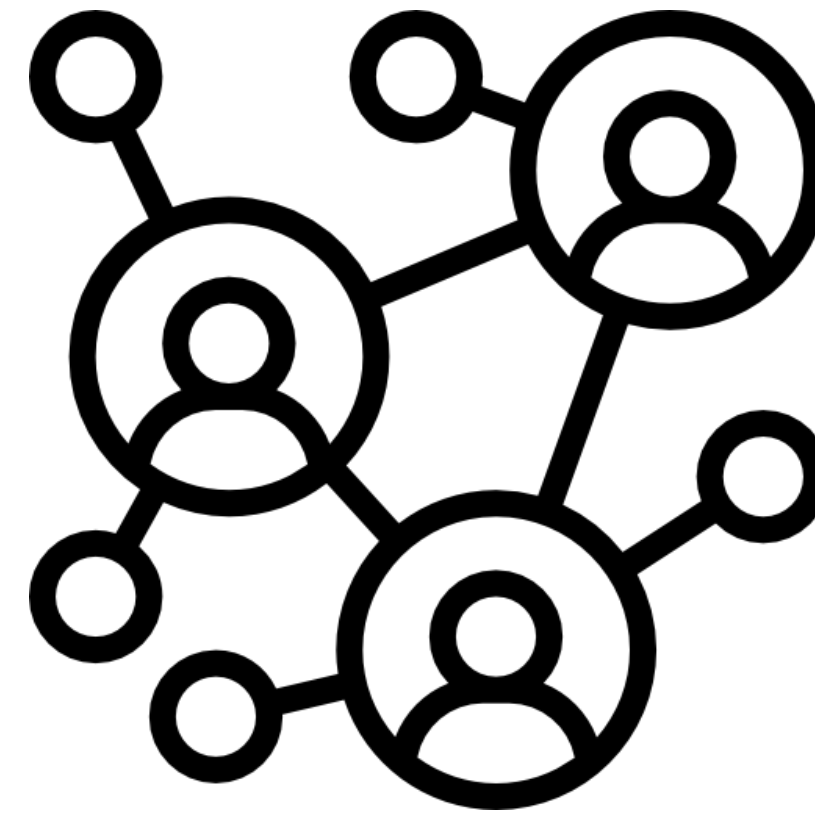


Skills

Benefits for you

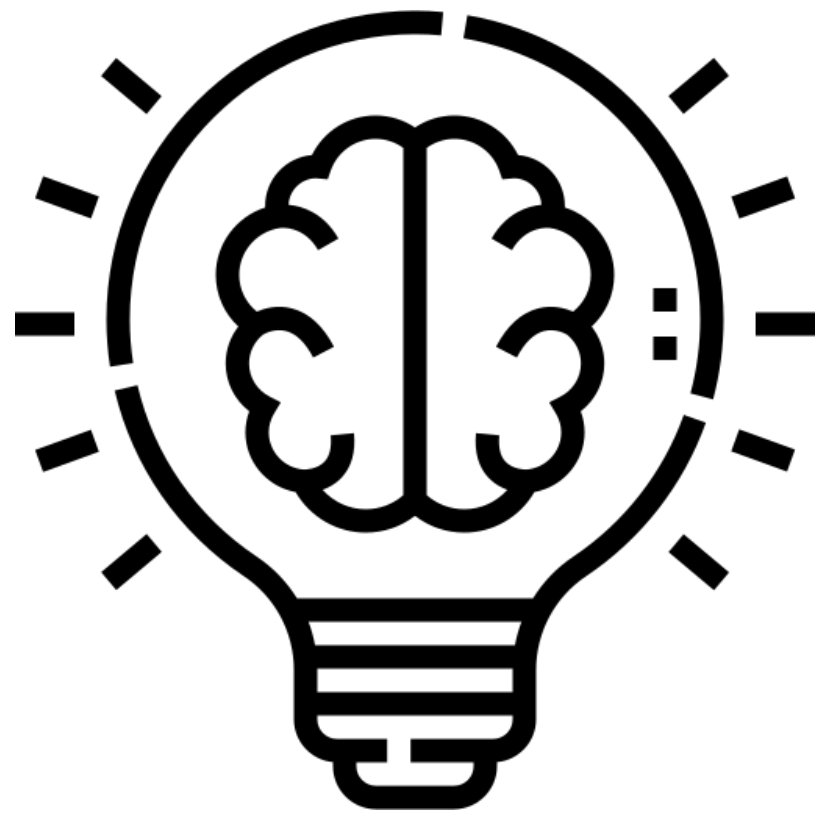


Skills

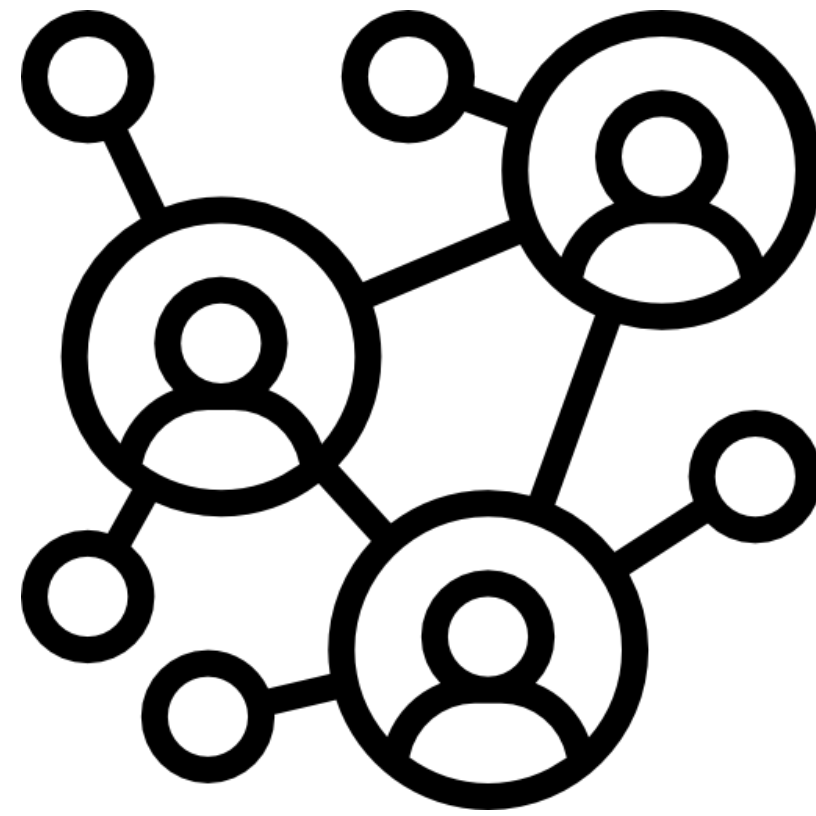


Networking

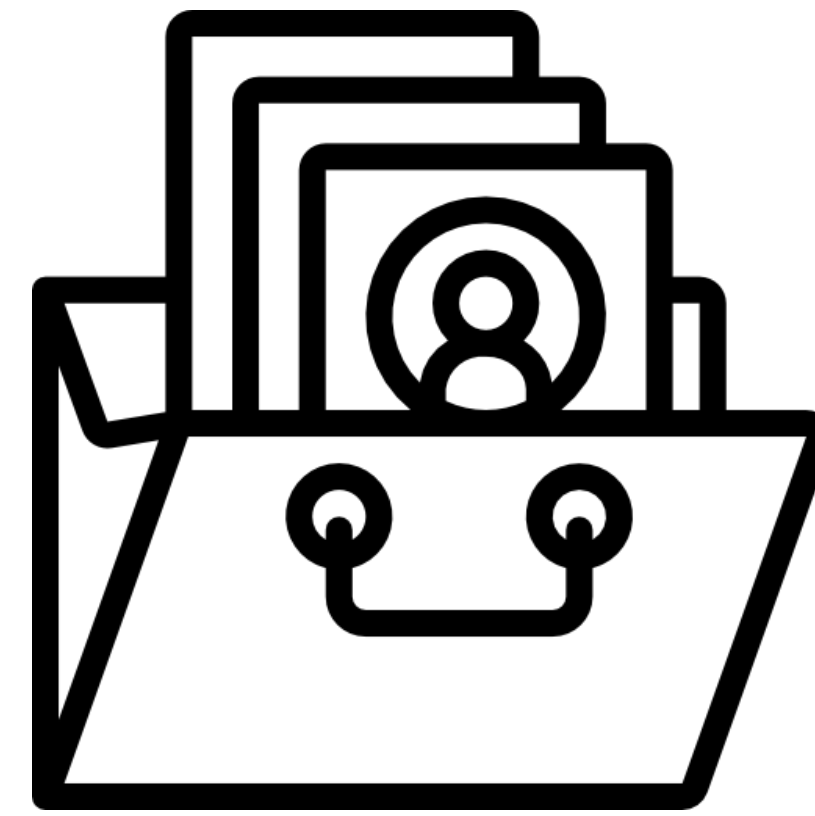
Benefits for you



Skills

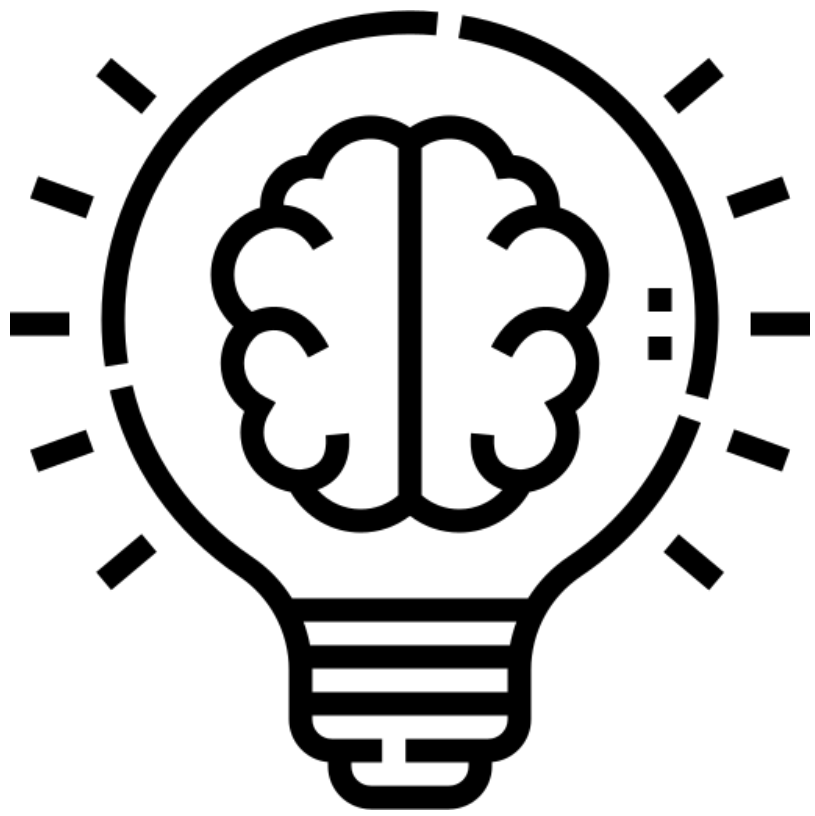


Networking

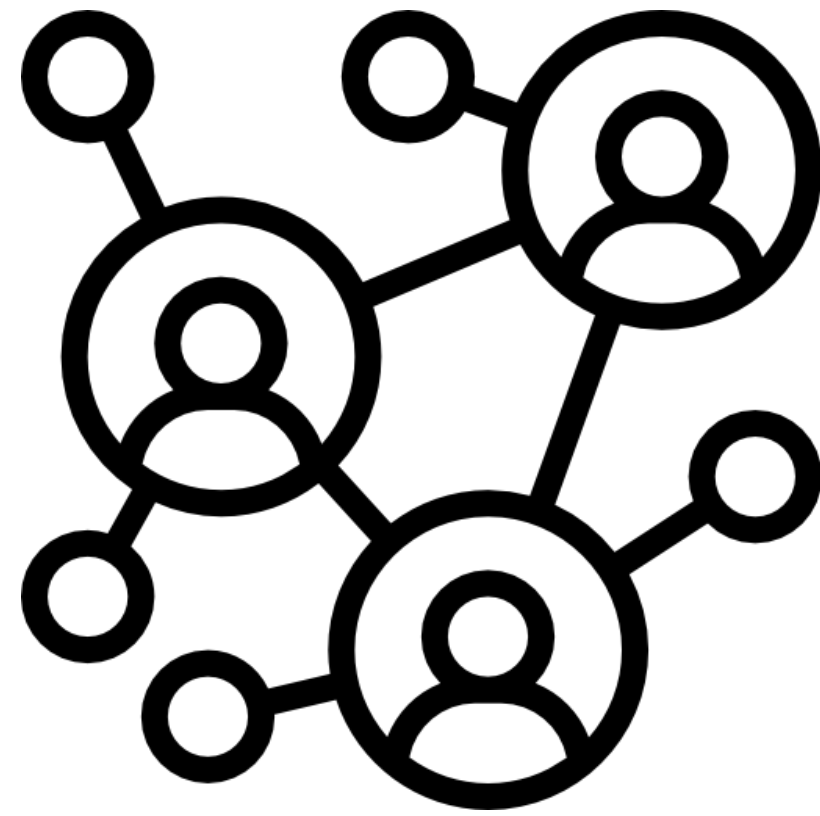


Portfolio

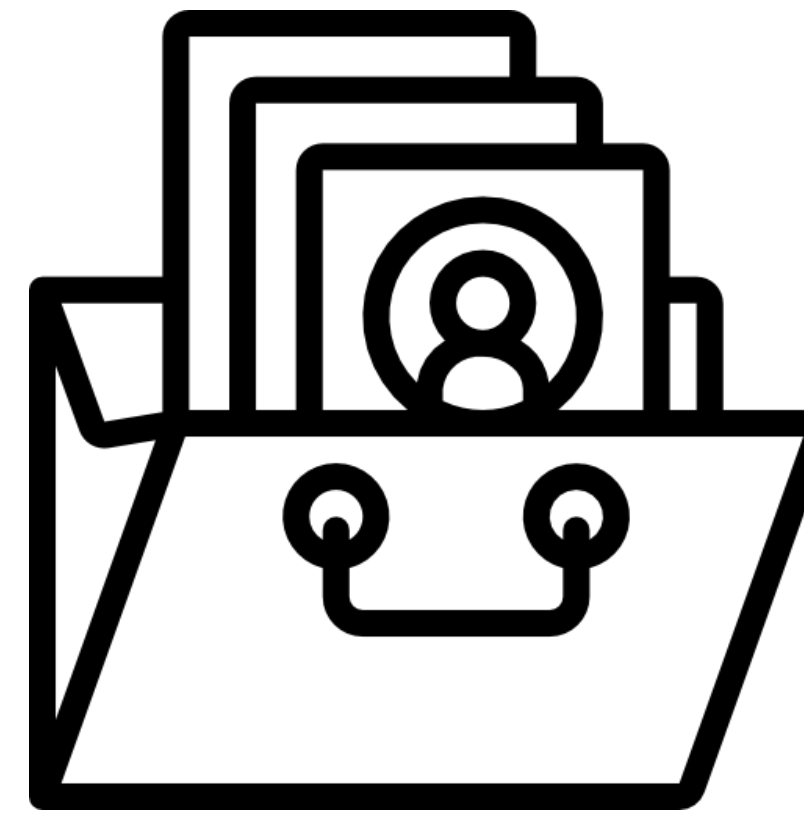
Benefits for you



Skills



Networking



Portfolio



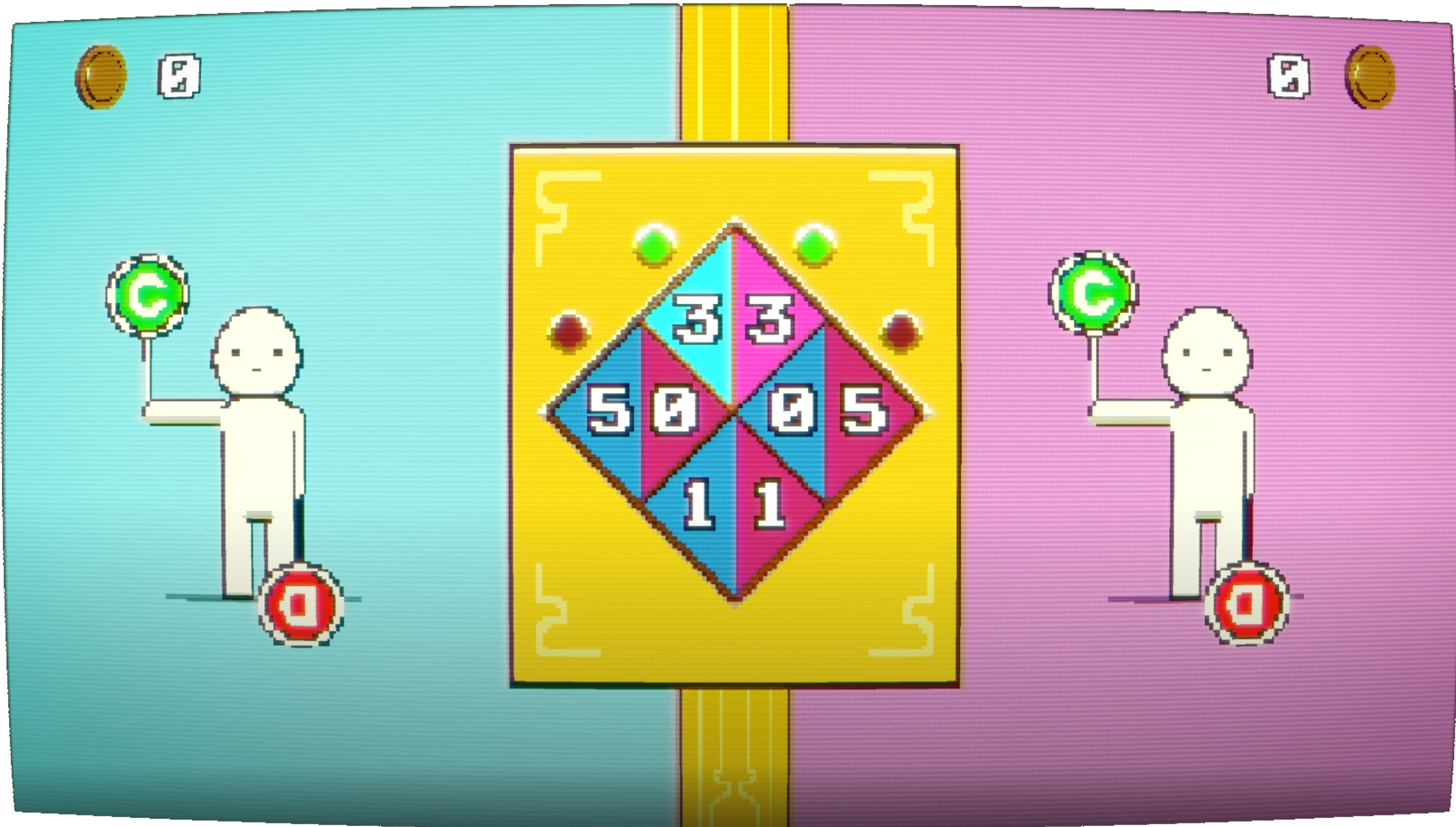
Recognition

Game Theory - Prisoners Dilemma

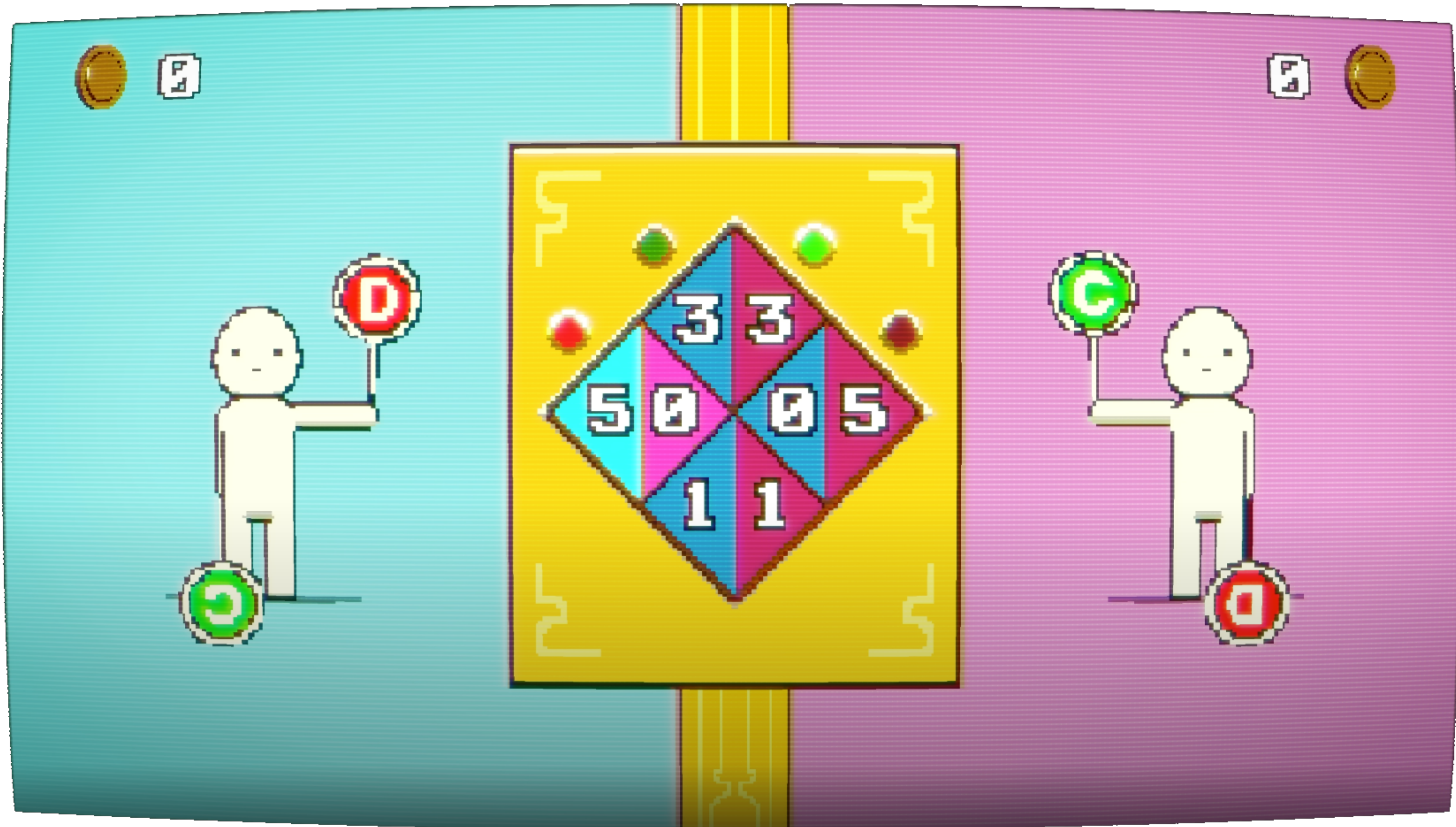
Game Theory - Prisoners Dilemma



Game Theory - Prisoners Dilemma









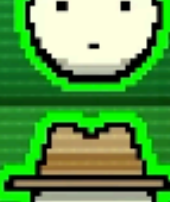


Game Theory - Prisoners Dilemma



Game Theory - Prisoners Dilemma



Game Theory - Prisoners Dilemma

Rank	Player	Average Score
01	Tit For Tat 	504
02	Tideman & Chieruzzi 	500
03	Nydegger 	486
04	Grofman 	482
05	Shubik 	481
06	Stein & Rapoport 	478
07	Friedman 	473
08	Davis 	472
09	Graaskamp 	401




How can I start?



How can I start?



good first issue

☐ 3 Open ✓ 36 Closed

Author ▾Label ▾Projects ▾Milestones ▾Assignee ▾Sort ▾

☐  Add test that validates duplicated entires in `RenderBatch.UpdatedComponents` handled correctly enhancement
good first issue
#1158 opened on Jul 14, 2023 by egil

☐  Add `MovementX` and `MovementY` to relevant `MouseEventArgs` good first issue  2
#838 opened on Aug 17, 2022 by linkdotnet

☐  `ComponentParameterCollectionBuilder.Add()` for EventCallbacks doesn't support async callbacks with input  12
enhancement good first issue input needed needs design
#751 opened on Jun 9, 2022 by springy76

Where do we go from here?

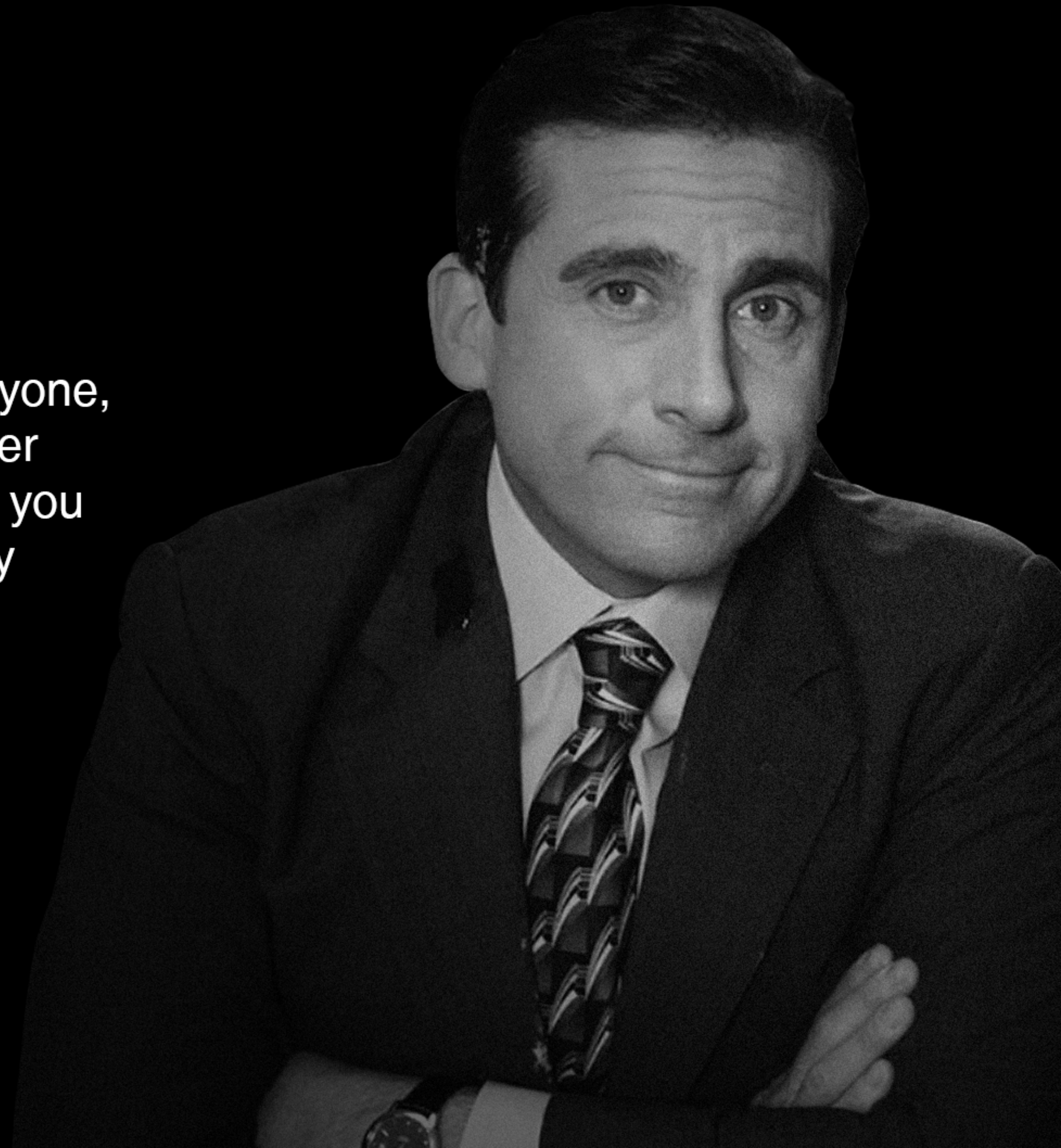
Personal bid

- Have some fresh basil 🌿
- Should I donate/fund?
- Should my company do that?
- Should I have my own OSS?
- If so, should I monetize?
- GitHub Codespaces/DevContainers



Don't ever, for any reason, do anything, to anyone, for any reason, ever, no matter what, no matter where, or who, or who you are with, or where you are going, or where you've been, ever, for any reason whatsoever.

- Michael Scott



That's all!

