



Google Summer of Code 2019

Sugarlabs

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Introduction

Sameer Kumar Satyadarshi

Email - sameerkdarshi@gmail.com

Github - [sameerkdarshi](https://github.com/sameerkdarshi)

Known languages - Hindi, English

New Delhi | GMT+5:30



Motivation

What is your motivation to take part in Google Summer of Code?

GSoC is an annual event for all students from different fields across the world. It provides the standard and uniform platform to help the organizations with their critical issues to solve with the help of all the enthusiastic, curious minds, willing to contribute towards the betterment of the society in this age of digitalization. GSoC provides an opportunity to contribute to open source projects.

Why did you choose Sugar Labs?

Sugar Labs is a nonprofit organization which strives to help students and teachers in a better understanding of the subject and day to day teaching. Sugarlabs tries to make learning more easier and digital, which makes it faster, interactive and fun.

Why do you want to work on this particular project?

I want to work on the **Sugarlabs** "WRITE" text editing application which is based on sugar platform. Currently "Write" activity uses a port of AbiWord word processing tool and the objective of the project is to rewrite equivalent of Write Activity in pure JavaScript which depends on the existing web editor such as quill, TinyMCE, etc. I want to do this project because I am sure that my knowledge of JavaScript and python will be apt for working on the project and with the help and guidance of the mentor I will be successful in developing and completing the project.

What are your expectations from us during and after successful completion of the program?

As this is my first time in GSoC, little cooperation and support will be very helpful for encouraging me to do more hard work. I will try my best to complete the selected project on time.



Project Details

What are you making?

As mentioned in the GSoC idea list, [WRITE](#) project is regarding the development of a text editor for the sugar platform. The text editor was initially developed using the AbiWord and now the task is to replicate it into a pure JavaScript and sugar-web library with all the previous functionality as well as some new features. It will rely on some existing text editor such as Quill, TinyMCE, etc.

How will it impact Sugar Labs?

WRITE is one of the most powerful means of personal expression provided by Sugarlabs. Easy to use and having functionality like Journal and Collaboration is helping every student to express themselves effortlessly. After developing a WRITE Activity using JavaScript it can be integrated with Sugarizer, which will effectively add an Activity to the platform.

What technologies (programming languages, etc.) will you be using?

HTML/CSS, JavaScript, and Sugar web libraries.



Timeline

Date	Objective	Detail
May 6-12	Community Bonding - I will discuss the Sugar-Web libraries and know about its functionality and implementation. Discuss the use of JavaScript to WRITE for the Sugarizer platform. Clarify and know more about the Sugar platform, particularly about the WRITE activity.	The discussion will be will focus on some points like - Existing features of the WRITE Activity. - About adding the new features to WRITE Activity.
May 28 -June 3	Working on Draft Model - Start working on a draft model as discussed in the community bonding period. Discuss the critical issues related to the project with the mentor.	Features added - Text formatting on characters (font change, bold, italic, underline, foreground/background color, ...)
June 3 - 11	Adding Functionality - Add the current WRITE functionality to the draft model. Discuss with the mentor more about embedding images and array-related issues.	- Text formatting on paragraphs (center, justify left or right, list,...) - Embedded Images - Arrays
June 12 - 18	Finish the Draft Model - complete the draft model after adding the existing functionality.	Discuss issues related to dependency on the online editors like(Quill, TinyMCE, etc.)
June 26 - July 2	Phase I Evaluation ends	Submit my code after proper testing and verification
July 3 - 9	New Features - Discuss with the mentor about the new feature that needs to be added in the new WRITE activity.	- Storage features

July 10 - 16	Add New Features - With the guidance of the mentor, start working on the new functionality that will be added to the activity in a draft model.	- Export & print feature.
July 17 - 23	Implement the Functionality	- Network integration
July 24 - 31	Phase II Evaluation ends	Proper testing and verification of code before submission.
August 1 - 7	Finalize - New functionality will be added to the model.	- Multi-device support
August 8 - 16	Bug Fixes II - Final version complete with any bug fixes.	

- ❖ I would like to continue my contribution to the Sugar community with the knowledge I have gained during the whole process.



Sugar Labs' Motivation

I am an enthusiastic programmer and like to learn new languages and work on FOSS projects. I have worked in JavaScript in some projects and have been following the Sugarizer for quite some time and experienced working Sugarizer.

As a nonprofit organization, I want to volunteer and work for the betterment of society. It will be my pleasure to work in such an innovative team which has been working on many innovating ways to make learning easier.



About Me

I am an undergraduate in computer science and engineering at Indian Institute of Information Technology Kottayam. I have worked in c / c++ and have been experimenting with JavaScript. I was fascinated with the scope of JavaScript and happy that you also want your system to include that.

Working for a good cause for society has always motivated me. Volunteering your organization for betterment and impacting the global education system has inspired me to contribute to your organization. I myself lead the social club of the institute. This helped me to understand various issues in society, which lead to collaboration with the technical club to work on various issues.

I am confident that the project will not only help me in gaining knowledge & experience in open source but will add an Activity to SugarLabs offering teaching and learning community a better-consolidated platform to write,edit, format, save and share documents.