Google Summer of Code
Improve & Maintain 25 Sugar activities

Basic Details

Name: Swarup N
E-mail : nswarup14@gmail.com
GitHub : nswarup14
First Language : English
Timezone : GMT +5:30

Project Details and Timeline

- **What are you making?**
  I have compiled 22 Sugar activities, and plan to do the following,
  1.   Fix existing issues in the activity that cause it to crash, under-perform, or any function calls/libraries that are deprecated and needs to be ported.
  2.   Discuss and implement various new features or ideas that make the activity better, or add more value to it.

  As per the Sugar-Docs's guide to contributing code, for the following set of activities that I have Mentioned below, I shall take up the end-to-end responsibility of an activity as mentioned, under the Checklist- Maintainer.

  ------------------------------ Start of GSoC ---------------------------

- **Calculate-activity**
  - Implement Self-colored Calculator.
  - Fix Equation stack differs when shared.
  - Sin, Cosine, and tangent are expecting integers in degrees mode.
  - Fix Multiple line calculations.

- **Bichos**
  - Merge unrelated repositories containing source code, and delete present repository.

- **Countries**
  - Spell Correct for user inputs
  - Three letters from double click

- **Log-activity**
  - Fix Default log is shown without a highlight of the list.

- **ShowJPEG**
  - Unnecessary VTE.

- **GTranslator**
  - Unconnected forks to be merged.

- **Terminal-activity**
  - URL open in Browse.
  - The help button is not working.
  - Help may teach by showing.

- **Biorhythm**
  - Display three sine waves on graph with X axis as time

-------------------------------Phase 1 Evaluation---------------------------

- **Browse-activity**
  - Enhance browser homepage.
  - Fix the issue of PDF getting downloaded twice.
  - Delete activity bundle after download and install.
  - Broken scroll bar rendering after port to WebKit2 4,0 API.
  - Selecting a favourite doesn't work as expected with PDF's.

- **Chat**
  - Implement the Search Feature.
  - Implement Drawing and Quoting Feature.
  - Advise on Connection Progress.

- **Maze-activity**
  - Add holes to mazes with harder maps.
  - Add to Help activity.

- **Memorize-activity**
  - Port speak/ to sugar3.speech
  - Redesign 5x5 tiles page

- **Falabracman-activity**
  - Port activity from olpcgames to Sugargame.
  - The version in the repository is not published.

- **Fraction Bounce**
  - Add touch user experience when the ball is falling.
  - Unversion gst-launch.

- **Cedit-activity**
  - Save to/Open from Journal.

<div align="center">------------------------------Phase 2 Evaluation---------------------------</div>

- **Write-activity**
  - Port to sugar3.speech.
  - Save and restore edit point.
  - Add word count in view toolbar.
  - Implement superscript/subscript

- **Jukebox-activity**
  - Add collaboration for sharing playlist items.
  - Enable visualizations in the playbin element for audio content.

- **Physics**
  - Existing objects are not shared.
  - Bouncy objects bounce higher and higher.

- **Letters**
  - Resize causes recursion and leaves a process running after Stop.

- **Dimensions**
  - Image persists when it shouldn't.

- **Infoslicer**
  - Traceback, motion_notify

- **Convert**
  - Two entry boxes would remove the need for swap button.
  - Save last used dimension and units in journal object or load default dimensions
  - Fix: Swap of units changes to a different value with too many significant digits.

<div align="center">------------------------------Final Evaluation---------------------------</div>

Kind Note:-
The following set of activities mentioned below is considered to be a set of buffer activities. Incase I manage to complete my project well before the final evaluation, I wish to work the buffer set and try and improve them. Also, incase more than one instance of this project is chosen, I wish to work on the buffer set as an alternative in order to avoid any overlap.

- **Read-sd-comics**

- ○ Opportunities after Review

- ● **Read-activity**
- ○ Add touch scrolling
- ○ Traceback on inconsistent journal object type and content.

- ● **Level-activity**
- ○ Calculate and show angles

- ● **VncLauncher**
- ○ Port to GTK+ 3 and Gio.Setting
- ○ Cannot be used; Critical security vulnerabilities
- ○ Merge with Watch-Me

- ● **Cookie-Search-Activity**
- ○ Share game board

- ● **RiverHex-activity**
- ○ Rebase from original source code

- ● **Colgadito-activity**
- ○ Delete repository

- ● **Labyrinth-activity**
- ○ Port from GConf to Gio.Settings
- ○ Set Background color not working

- ● **How will it impact Sugarlabs?**
  The project is of considerable importance to Sugar in terms of its vision and goals. At present, many of the activities are broken, deprecated, and unmaintained. Many activities are architecture, resolution specific and some activities continue to use a deprecated set of functions and libraries.

- ● **Why am I suitable for this project ?**
  My first open source contribution was at Sugar itself. I have been contributing to sugar for the last 3 months, mainly towards fixing and improving existing sugar activities.
  https://github.com/search?q=org%3Asugarlabs+author%3Answarup14&type=Issues

- **What technologies(programming languages, etc) will you be using?**
  For this project, I shall be using the sugar3-gtk-toolkit, Gtk+ libraries and functions, Pygame and Sugargame modules as well. If there is a need, I shall also use existing 3rd party libraries to implement certain fixes and features, but at the moment, there is no need for such libraries.