# Contributing to Proxygen

Here's a quick rundown of how to contribute to this project.

## Code of Conduct

The code of conduct is described in [`CODE\_OF\_CONDUCT.md`](CODE\_OF\_CONDUCT.md)

## Our Development Process

We develop on a private branch internally at Facebook. We regularly update

this github project with the changes from the internal repo. External pull

requests are cherry-picked into our repo and then pushed back out.

## Pull Requests

We actively welcome your pull requests.

1. Fork the repo and create your branch from `master`.

1. If you've added code that should be tested, add tests

1. If you've changed APIs, update the documentation.

1. Ensure the test suite passes.

1. Make sure your code lints.

1. If you haven't already, complete the Contributor License Agreement ("CLA").

## Contributor License Agreement ("CLA")

In order to accept your pull request, we need you to submit a CLA. You

only need

to do this once to work on any of Facebook's open source projects.

Complete your CLA here: <https://code.facebook.com/cla>

## Issues

We use GitHub issues to track public bugs. Please ensure your description

is clear and has sufficient instructions to be able to reproduce the issue.

Facebook has a [bounty program](https://www.facebook.com/whitehat/) for

the safe disclosure of security bugs. In those cases, please go through

the process outlined on that page and do not file a public issue.

## Coding Style

\* 2 spaces for indentation rather than tabs

\* 80 character line length

\* Use `Type\* foo` not `Type \*foo`.

\* Align parameters passed to functions.

\* Prefer `std::make\_unique<Foo>` to `new Foo`. In general, we discourage

use of raw `new` or `delete`.

## License

By contributing to Proxygen, you agree that your contributions will be

licensed under its BSD license.