# How to contribute

Framework7 loves to welcome your contributions. There are several ways to help out:

\* Create an [issue](https://github.com/framework7io/framework7/issues) on GitHub, if you have found a bug

\* Write test cases or provide examples for open bug issues

\* Write patches for open bug/feature issues, preferably with test cases included

\* Contribute to the [documentation](https://github.com/framework7io/framework7-website)

There are a few guidelines that we need contributors to follow so that we have a

chance of keeping on top of things.

## Getting Started

\* Make sure you have a [GitHub account](https://github.com/signup/free).

\* Submit an [issue](https://github.com/framework7io/framework7/issues), assuming one does not already exist.

\* Clearly describe the issue including steps to reproduce when it is a bug.

\* Make sure you fill in the earliest version that you know has the issue.

\* Include live link or JSFiddle/Codepen link with the issue if you want it to be discovered and resolved asap. We have one ready template for you: [JSFiddle](https://jsfiddle.net/nolimits4web/o2ejupu1/)

\* Fork the repository on GitHub.

## Making Changes

\* Create a topic branch from where you want to base your work.

\* This is usually the master branch.

\* Only target release branches if you are certain your fix must be on that

branch.

\* To quickly create a topic branch based on master; `git branch

master/my\_contribution master` then checkout the new branch with `git

checkout master/my\_contribution`. Better avoid working directly on the

`master` branch, to avoid conflicts if you pull in updates from origin.

\* Make commits of logical units.

\* Check for unnecessary whitespace with `git diff --check` before committing.

\* Use descriptive commit messages and reference the #issue number.

## Submitting Changes

\* Push your changes to a topic branch in your fork of the repository.

\* Submit a pull request to the repository

## Editor Config

The project uses [.editorconfig](http://editorconfig.org/) to define the coding style of each file. We recommend that you install the Editor Config extension for your preferred IDE.