# How to Contribute

Thanks for your interest in Noda Time. We appreciate all kinds of contributions, from submitting issues to improving documentation; from writing tests to implementing new code. All help is welcome!

## Basic Requirements

If you want to contribute to the codebase, you're going to need a text editor or IDE. We recommend [Visual Studio Community](https://visualstudio.microsoft.com/downloads/) (Windows) or [Visual Studio Code](https://code.visualstudio.com/) (Windows/Linux/macOS).

[Visual Studio for Mac](https://visualstudio.microsoft.com/vs/mac/) and [JetBrains Rider](https://www.jetbrains.com/rider/) should be fine as well, but we haven't tried developing Noda Time using them.

You're also going to need .NET Core SDK installed - you can download it from [here](https://dotnet.microsoft.com/download).

Please make sure you have a [git client](https://git-scm.com/) installed. If you don't already have a GitHub account, [please create one](https://github.com/join).

After you're all set, you can [fork the project](https://help.github.com/articles/fork-a-repo). Then you'll be able to clone your fork, so you can edit the files locally on your machine:

```Text

git clone https://github.com/YOUR-USERNAME/nodatime.git

```

Once you clone the repository, you'll have a [remote repository](https://git-scm.com/book/en/v2/Git-Basics-Working-with-Remotes) (or simply \*remote\*) called `origin`, that points to your forked repository on GitHub.

You'll usually want to add another remote, pointing to the original repository on GitHub. It's an accepted convention to call this remote \*upstream\*. You can do it like this:

```Text

git remote add upstream https://github.com/nodatime/nodatime.git

```

## How to start contributing?

We have a [`help-wanted`](https://github.com/nodatime/nodatime/labels/help%20wanted)

label on our issue tracker to indicate tasks which new contributors can work on without much previous experience in Noda Time.

If you've found something you'd like to help with, please leave a comment in the issue.

Additionally, feel free to open an issue if you find a bug or want to suggest a feature or enhancement.

### Making Changes

When you're ready to start working, create a new branch off the `master` branch:

```

git checkout master

git pull upstream master

git checkout -b SOME-BRANCH-NAME

```

Try to use a short, descriptive name for your branch, such as `add-tests-foobar-struct`.

### Building

To build everything under Visual Studio, simply open the src/NodaTime.sln solution file and build normally. To build with just the .NET Core SDK, run

```Text

dotnet build src/NodaTime.sln

```

### Running Tests

Simply run the following command:

```Text

dotnet test src/NodaTime.Test

```

### Submitting Changes

To publish your branch to your local fork, run this command from the Git Shell:

```Text

git push origin -u MY-BRANCH-NAME

```

When your work is finished, [open a pull request](https://help.github.com/articles/using-pull-requests) against your changes.

If your pull request fixes an issue, add a comment with the word "Fixes", "Resolves" or "Closes", followed by the issue's number:

> Fixes #1145

If you need to, feel free to add comments to the PR asking for suggestions or help.