

# Code Ownership

## THE FOLLOWING INFORMATION IS OUT OF DATE...

OpenJFX is a single project and any committer should feel comfortable proposing changes and patches to any part of this project. We will have a single set of processes that apply to the entire project. However that does not mean that it is a free-for-all.

## Owners and Reviewers

OpenJFX consists of a few high level components that come together to form the toolkit. While there is a single project lead, there are multiple component leads. Component leads are responsible for the technical direction of the component and have the final say when resolving design issues (subject to project lead override). Within a component, there are different functional areas. Each area has an **owner** and at least one **reviewer**. The owner is the person assigned to the area who is responsible for fixing problems and implementing new features in that area. A reviewer is a person who can work in the same area and has knowledge of the design and implementation. There may be more than one **reviewer** but there is only a single owner. This allows minor technical disputes to be resolved without escalation. Component areas align with the "modules" such as Graphics, Base, Controls, FXML, etc. Functional areas might be broken out in any way we see fit, such as this set of UI controls is one functional area and another set is another area. Prism pipelines can be broken out into different functional areas, etc.

## Code Ownership

Code ownership in OpenJFX is not strict in the sense that a committer cannot make a change anywhere in OpenJFX, however this is frowned upon. If a committer who is not an owner or reviewer decides to work on an area or has a set of changes that cross component boundaries, owners, other reviewers and the project lead are notified that this work is going on. This allows them to understand the sorts of changes that they are expected to see.

The following table is incomplete:

Module	Component Lead	Component	Owner	Reviewer
Base	Vadim	Base	Vadim	Chien, Kevin
		Base, Beans	Vadim	Chien, Kevin
		Base, Collections	Vadim	Chien, Kevin
		Base, Events	Vadim	Chien, Kevin
		Base, Logging	Vadim	Chien, Kevin
BuildSrc	Kevin	Build Files	Kevin	David H
		JSL Compiler	Jim	Chien, Kevin
Controls	Jonathan	Controls	Jonathan	Leif, Chien
		Controls, Label / Labeled	Leif	Jonathan
		Controls, Buttons	Leif	Jonathan
		Controls, DatePicker	Leif	Jonathan
		Controls, TextField / TextArea	Leif	Jonathan
		Controls, ListView / TreeView / TableView / TreeTableView	Jonathan	-
		Controls, Accessibility	-	Jonathan
		Controls, i18n	Leif	Jonathan
		Controls, Charts	Jonathan	Morris
		Controls, CSS	Jonathan	Kevin, Morris
		Controls, Touch	Morris	David H, Chien
		Controls, Two-level focus	-	Jonathan
		Controls, Virtual Keyboard	-	Jonathan
Deploy	David Dehaven	Deploy	David Dehaven	Kevin

FXML	Jonathan	FXML	Vadim	Jonathan, Kevin, Morris
FXPackager	Danno	FXPackager	Danno	Chris B
Graphics	Kevin	Graphics	Kevin	Jim, Chien, Morris
		Graphics, 3D	Chien	Kevin, Jim
		Graphics, Camera	Chien	Jim, Kevin
		Graphics, Animation	Jim	Morris, Kevin
		Graphics, App Model	Kevin	David H
		Graphics, Canvas	Jim	Chien, Kevin
		Graphics, Concurrent	Kevin	Vadim
		Graphics, Drag and Drop	Morris	David H
		Graphics, Effects	Jim	Chien, Kevin
		Graphics, Geometry	Jim	Chien, Kevin
		Graphics, Gestures	Morris	David H
		Graphics, Glass	David H	Morris, Alexander Z
		Graphics, Glass Lens	n/a	n/a
		Graphics, Glass Monocle	David H	-
		Graphics, Android	n/a	David H, Morris
		Graphics, iOS	n/a	David H, Morris
		Graphics, Image	Vadim	Jim, Chien
		Graphics, Input Events	Chien	Jonathan, Morris, Vadim
		Graphics, JSObject	Kevin	Alexander Z
		Graphics, Layout	Chien	Jonathan
		Graphics, Menu	Jonathan	Chien, Morris
		Graphics, Mirroring	Chien	Leif, Jim
		Graphics, Paint	Jim	Chien
		Graphics, Picking	Chien	Jim, Kevin
		Graphics, Pisces	Jim	Chien
		Graphics, Pixel Shaders	Jim	Chien
		Graphics, Print	Phil	Jim, Kevin
		Graphics, Prism Common	Jim	Kevin, Chien
		Graphics, Prism D3D	Jim	Vadim, Chien, Kevin
		Graphics, Prism ES2	Chien	Kevin, Jim, Morris
		Graphics, Prism ES2 EGLFB	David H	Chien, Morris
		Graphics, Prism J2D	Jim	Chien, Kevin
		Graphics, Prism SW	Jim	Chien, Kevin
		Graphics, Quantum	Kevin	Morris
		Graphics, Render Graph (NG)	Jim	Chien, Kevin
		Graphics, Robot	David H	Morris, Kevin
		Graphics, Scene Graph	Chien	Kevin
		Graphics, Shape	Jim	Chien
		Graphics, Stage	Chien	Kevin
		Graphics, Swing	Alexander Z	Vadim
		Graphics, SWT	-	Alexander Z
		Graphics, Text	Phil	Jim, Vadim
		Graphics Touch	Morris	David H

		Graphics, Font	Phil	Jim, Vadim
		Graphics, Transform	Jim	Chien, Kevin
		Graphics, Traversal	Jonathan	-
JMX	n/a	JMX	n/a	n/a
Media	Kirill	Media	Kirill	Alex M, David Dehaven
Web	Alexander Z	Web	Alexander Z	-
Samples	Morris	Samples	Morris	David H, Jonathan, Kevin