Mozilla Calendar Project – Introducing Calendar Accounts

Traditionally our calendar extension is organized into a list of calendars, each calendar being implemented by a "provider", for example local storage or using the CalDAV protocol. The service to manage these calendars maintains a simple list, the entries have no connection to each other.

Some calendar providers would greatly benefit from being able to group calendars into accounts, for example free-busy lookups are usually per-server operations and not per-calendar. It would also open the door for some great new features that have been postponed because they can be implemented cleaner with the notion of accounts.

The calendar manager is a central concept in our codebase and making changes has far reaching consequences. Some code interface design is therefore needed in preparation. To show your skills, your application should include a rough draft of the new account manager interface and the updated calendar manager interface. During the Summer of Code, you should implement the interface changes you've prepared. On the UI side, you need to adapt the calendar list and new calendar wizard to accommodate displaying accounts. Finally, to make use of the new interfaces, the CalDAV provider should be adapted to work with the new account manager code.

This project cannot be written as an extension so it might require a little more initial effort to set up the build environment. Nevertheless, this change has been anticipated for a few years now so its a good chance to receive our eternal gratitude and provide the basis for a load of cool new features like being notified if a new calendar is added to the server, integration with the Thunderbird account manager and better identify management. Also, some concept code for this has already been written which can be used to gather ideas and speed up coding to get to the interesting features quicker.

The Mozilla Calendar Project consists of a small number of contributors that work on the project mostly in their free time. Aside from an assigned mentor you can reach on IRC, other project members will be able to help out with any issues you might have. You will be considered part of the team and if you enjoy what you are doing you are welcome to continue your contributions after the project.

Skills required:

- A good understanding of web technologies, mainly HTML, CSS and JavaScript.
- Basic understanding of version control systems like mercurial or git.
- The ability to quickly get acquainted with large pieces of code and understand their nature.
- Open communication via mailing lists and IRC.
- Strong initiative and self-management skills.

Skills nice to have:

- Experience with XUL, Mozilla's XML based user interface language
- Previous experience with open source projects or even Mozilla extensions.

For more information and technical details contact Philipp Kewisch here:
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