



What is code.europa.eu?

LEOS community webinar, 21st June 2022

Open Source Programme Office

Contents

1. Open Source Programme Office – Why?
2. What is `code.europa.eu`?

Why an OSPO?



OSPO

- Implement the action plan in the open source strategy
- Promote open source practices within Commission
- Provide support and guidance to open source projects
- Represent Commission in open source events and establish connections with other organisations



Milestone: inner source default



- New projects by default visible internally
- (To be) applied retroactively to existing projects

Milestone: Commission Decision

← Tweet



We are pleased to announce the latest achievement, @EU_Commission's Open Source Strategy. From now on, it will be easier to publish our code as #OpenSource. We can now share bug fixes with upstream projects. Shorter time and less paperwork! #ThinkOpen ↩️ europa.eu/!md7qdG



EU_ScienceHub and 5 others

12:58 PM · Dec 8, 2021 · Twitter Web App

74 Retweets 9 Quote Tweets 99 Likes

COMMISSION DECISION

of XXX

on the distribution of the eUI web application toolkit under an open source licence

THE EUROPEAN COMMISSION,

Having regard to the Treaty on the Functioning of the European Union, and in particular Article 249 thereof,

Having regard to point 6.4 of Commission Decision PV(2001)1396 Final of 19 September 2001, delegating the powers set out in SEC(2001)1397 and in particular paragraph 12 thereof,

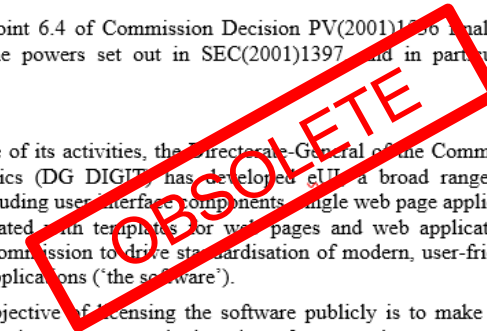
Whereas:

- (1) In the course of its activities, the Directorate-General of the Commission responsible for Informatics (DG DIGIT) has developed eUI a broad range of ready to use software including user interface components, single web page applications that can be easily integrated with templates for web pages and web applications. eUI is used within the Commission to drive standardisation of modern, user-friendly and mobile-ready web applications ('the software').
- (2) The main objective of licensing the software publicly is to make it easy for public services and others to reuse and adapt the software, and to encourage them to further develop and extend the software functionalities.
- (3) It is appropriate and opportune to distribute the software under the European Union Public Licence (EURL).
- (4) The Central IP Service, as the entrusted service for providing support to the Commission with regard to intellectual property rights, has been consulted and has provided its agreement,

HAS DECIDED AS FOLLOWS:

Article 1

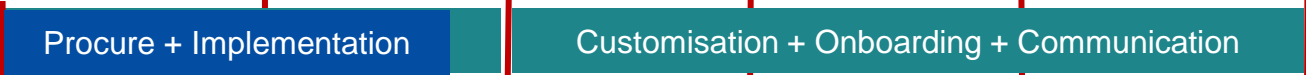
The eUI software shall be released as open source software under the EURL 1.2.



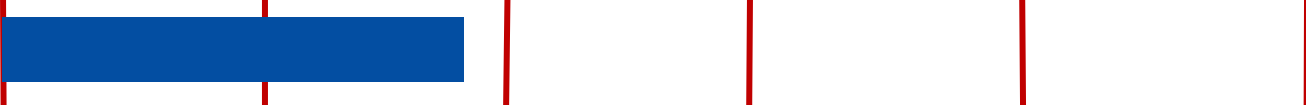
European Commission


Q1.2022 Q2.2022 Q3.2022 Q4.2022 Q1.2023

code.europa.eu 



NexGov Hackathon 



UN Hackathon 



Bug Bounties    



Study on critical OSS 



European Solutions Catalogue 



Fediverse 



OSPO Network



Inner Sourcing



code.europa.eu

What is code.europa.eu?

- Repository for open source projects for EUIs
- Action from the open source strategy
- Runs on GitLab
- Runs in Europe

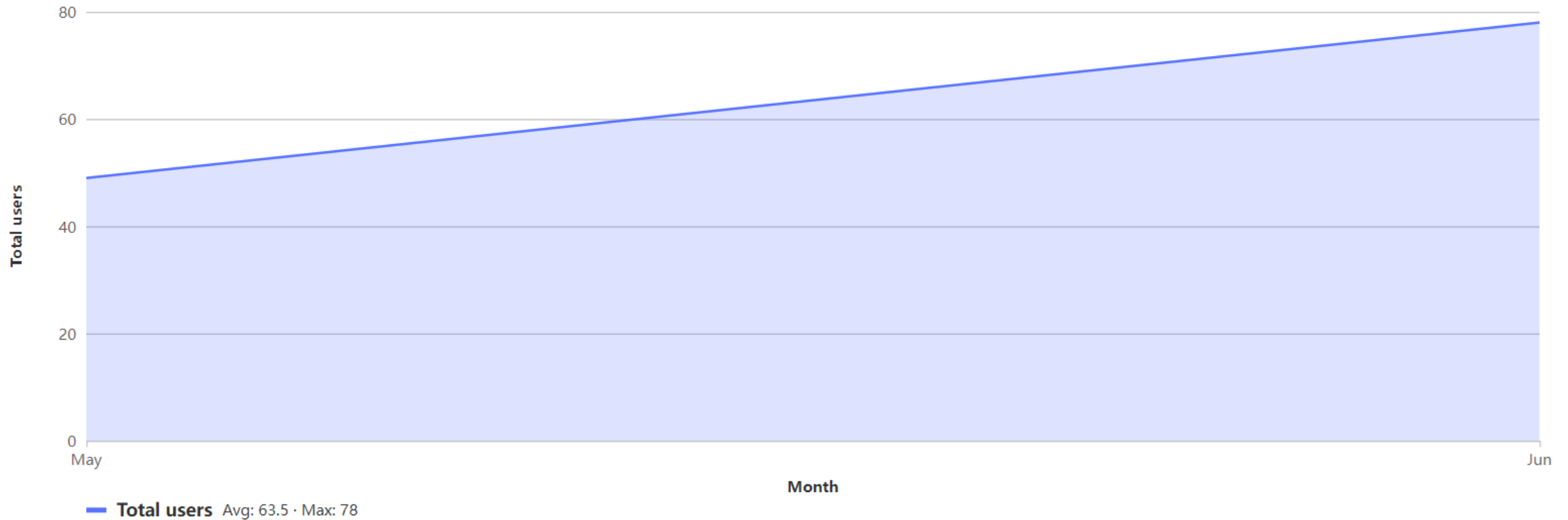
Current status

Area	Status
Setup	<ul style="list-style-type: none">• Live since 12th May• Currently in Beta until the end of August• Started to work on customization (visuals, disclaimers, terms of use)• First draft of the IP and Security guidelines to be finalised by 10th June (currently under revision)<ul style="list-style-type: none">• Involved stakeholders: JRC CIPS, DIGIT S, DIGIT and ESTAT
Onboarding	<ul style="list-style-type: none">• 6 programmes being onboarded (in different states)• In conversations with DIGIT, JRC, PO, DG CLIMA, DG MARE, ESTAT, EISMA, COMP
Communication	<ul style="list-style-type: none">• Communicated internally within Commission• Bi-lateral meetings with projects

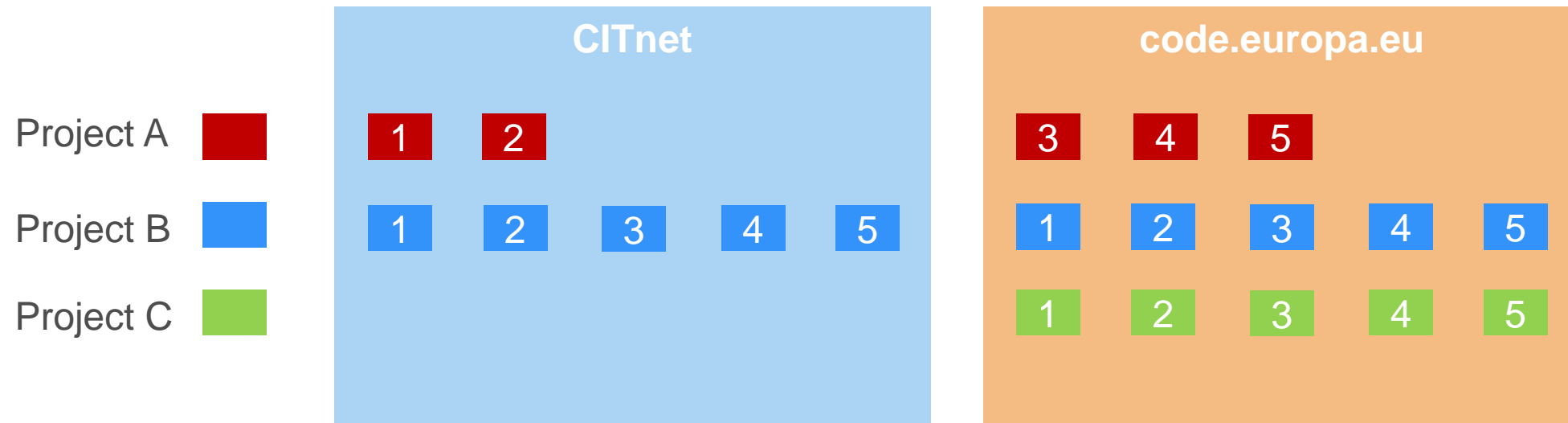
Trends

Projects	Groups	Users	Issues	Merge requests	Pipelines
67	22	94	199	360	6,816

Total users



CITnet and code.europa.eu



Internal EC Guidelines

- For European Commission projects:
 - They must be declared in Eureka (Central IP Service)
 - Need to deal with secrets management (they code cannot include digital authentication credentials, including passwords, keys, APIs, tokens)
 - Need to deal with sensitive data management (the code cannot include information on internal infrastructure, domains, internal IP addresses).

Next steps

Area	Activities
Setup	<ul style="list-style-type: none">• Continue customizing the platform (appearance, terms of use)• Agree on allowed migration scenarios (and scope)• Agree on naming conventions (group, subgroup, project name)• Implement code contribution certificates• Finalise guidelines and send them to IRMs and stakeholders for review
Onboarding	<ul style="list-style-type: none">• Continue onboarding more projects (DG MARE, ESTAT)
Communication	<ul style="list-style-type: none">• Internal communication in June<ul style="list-style-type: none">• Article in intranet• DSF• SMT• External communication in September (possible announcement in FOSS4G conference in Firenze)

Thank you

DIGIT-OSPO@ec.europa.eu



© European Union 2022

Unless otherwise noted the reuse of this presentation is authorised under the [CC BY 4.0](https://creativecommons.org/licenses/by/4.0/) license. For any use or reproduction of elements that are not owned by the EU, permission may need to be sought directly from the respective right holders.

