

# For Developers

## Getting Started

SCETlib is written in **C++**. You don't have to be a C++ guru, but a basic working knowledge of C++ is required (and assumed).

**Requirements** are

- A C++14 compiler (at least GCC 5 or Clang 3.6)
- CMake (at least version 3.5)

The primary development platform is Linux/Unix. It has also been tested on Mac with Clang. However, Macs are notorious for having inconsistent/broken development toolchains, we'll try to help, but it is *your* responsibility to have a working development environment.

The **build system** uses CMake, which is a modern alternative and much easier to use on the development side than the autotools/autoconf tool chain (`./configure ...`)

We use git as the distributed **version control** system. The SCETlib repository is hosted on DESY Bitbucket.

For **bug and issue tracking** we use DESY JIRA (also part of DESY Atlassian).

*... to be continued*

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