**SBOM Reflection**

I found the SBOM activity to be engaging and important to our development process. Before the licenses lecture and activity, I never thought of researching the licenses of the tools we utilized. With a quite long list of dependencies, I was actually nervous in generating our SBOM. This list was not difficult to generate, thanks to the help of cyclonedx. Our bill of materials contained eight different licenses, all very permissible. I did a quick search on each of the licenses, and the “Unlicense” caught my eye, one that has absolutely zero restrictions. I would be curious to know the logic behind that, not requiring any attribution in any context. Before any application is deployed, it is important that the developers build an SBOM and check that the licenses align with their use. I may even inquire about the SBOM at my upcoming job, to see what it looks like in industry.