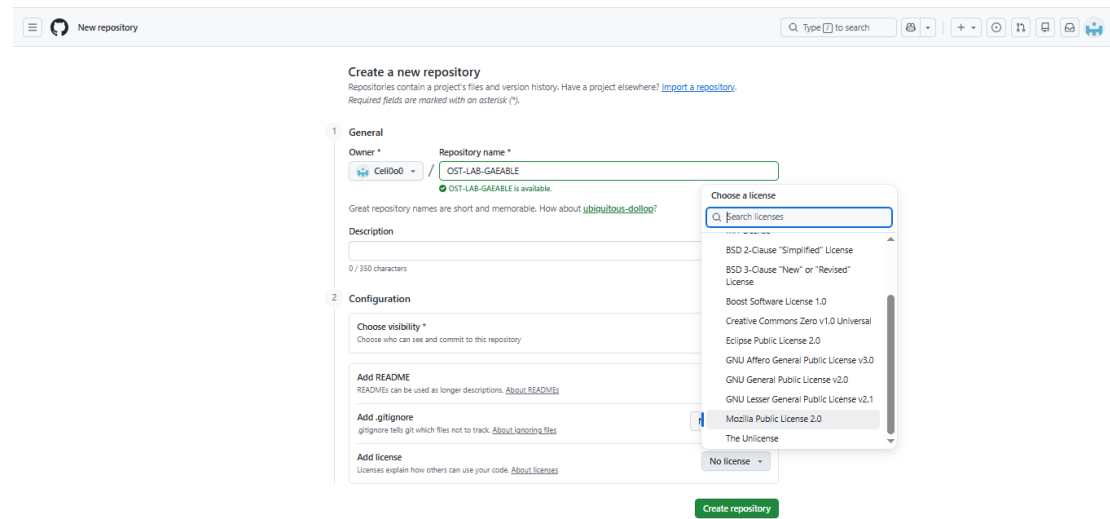


Practical 1 : Explore github/gitlab for open-source projects with different licenses

Aim : The primary aim of this activity is to gain practical understanding of open-source software ecosystems



Create a new repository
Repositories contain a project's files and version history. Have a project elsewhere? [Import a repository.](#)
Required fields are marked with an asterisk (*).

1 General

Owner * Celidoo / Repository name * OST-LAB-GAEABLE
OST-LAB-GAEABLE is available.

Great repository names are short and memorable. How about [ubiquitous-dollar](#)?

Description
0 / 350 characters

2 Configuration

Choose visibility *
Choose who can see and commit to this repository

Add README
READMEs can be used as longer descriptions. [About READMEs](#)

Add .gitignore
.gitignore tells git which files not to track. [About ignoring files](#)

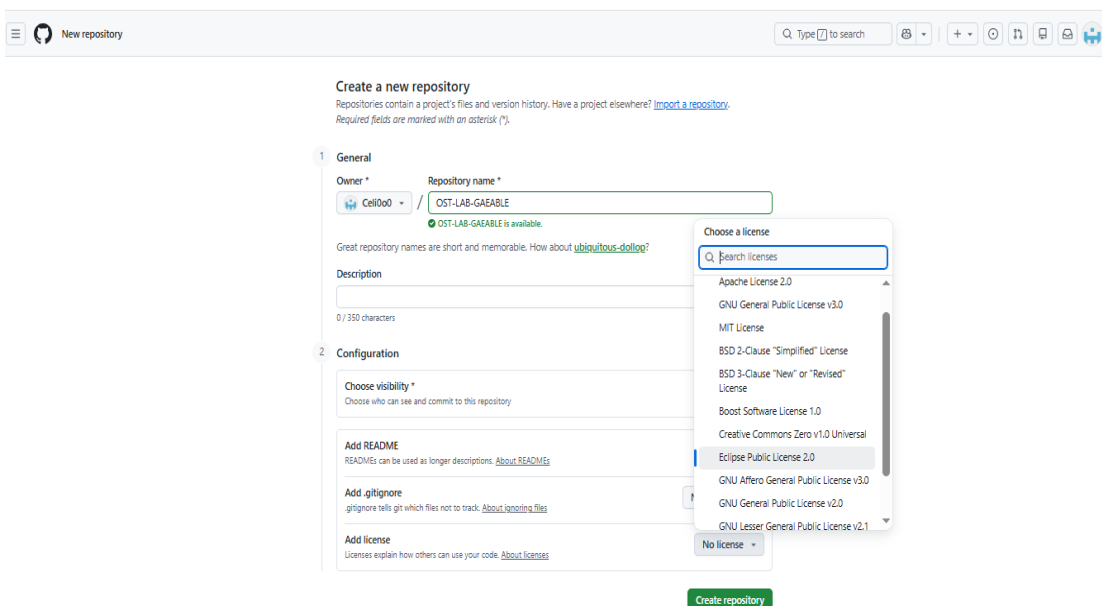
Add license
Licenses explain how others can use your code. [About licenses](#)

Choose a license
Search licenses

- BSD 2-Clause "Simplified" License
- BSD 3-Clause "New" or "Revised" License
- Boost Software License 1.0
- Creative Commons Zero v1.0 Universal
- Eclipse Public License 2.0
- GNU Affero General Public License v3.0
- GNU General Public License v2.0
- GNU Lesser General Public License v2.1
- MIT License
- The Unlicense

No license

Create repository



Create a new repository
Repositories contain a project's files and version history. Have a project elsewhere? [Import a repository.](#)
Required fields are marked with an asterisk (*).

1 General

Owner * Celidoo / Repository name * OST-LAB-GAEABLE
OST-LAB-GAEABLE is available.

Great repository names are short and memorable. How about [ubiquitous-dollar](#)?

Description
0 / 350 characters

2 Configuration

Choose visibility *
Choose who can see and commit to this repository

Add README
READMEs can be used as longer descriptions. [About READMEs](#)

Add .gitignore
.gitignore tells git which files not to track. [About ignoring files](#)

Add license
Licenses explain how others can use your code. [About licenses](#)

Choose a license
Search licenses

- Apache License 2.0
- GNU General Public License v3.0
- MIT License
- BSD 2-Clause "Simplified" License
- BSD 3-Clause "New" or "Revised" License
- Boost Software License 1.0
- Creative Commons Zero v1.0 Universal
- Eclipse Public License 2.0
- GNU Affero General Public License v3.0
- GNU General Public License v2.0
- GNU Lesser General Public License v2.1

No license

Create repository

Comparison of Open-Source Licenses and Their Use Cases

| License | Type | Commercial Use | Modification Allowed | Redistribution | Must Disclose Source? | Attribution Required | Patent Protection | Best Use Case |
|---------------------|------------------------|---|---|---|--|---|---|--------------------------------------|
| MIT | Permissive |  Yes |  Yes |  Yes |  No |  Yes |  No | College projects, simple OSS |
| Apache 2.0 | Permissive |  Yes |  Yes |  Yes |  No |  Yes |  Yes | Enterprise & commercial apps |
| BSD 2-Clause | Permissive |  Yes |  Yes |  Yes |  No |  Yes |  No | Academic & research projects |
| BSD 3-Clause | Permissive |  Yes |  Yes |  Yes |  No |  Yes |  No | Open projects with author protection |
| Boost 1.0 | Permissive |  Yes |  Yes |  Yes |  No |  Yes |  No | Libraries & frameworks |
| GPL v2 | Copyleft (Strong) |  Yes |  Yes |  Yes |  Yes |  Yes |  No | Traditional open-source software |
| GPL v3 | Copyleft (Strong) |  Yes |  Yes |  Yes |  Yes |  Yes |  Yes | Freedom-focused OSS |
| LGPL v2.1 | Copyleft (Weak) |  Yes |  Yes |  Yes |  Partial |  Yes |  No | Open-source libraries |
| AGPL v3 | Copyleft (Very Strong) |  Yes |  Yes |  Yes |  Yes (Network use) |  Yes |  Yes | Web & SaaS apps |
| MPL 2.0 | Copyleft (File-level) |  Yes |  Yes |  Yes |  File-level only |  Yes |  No | Mixed open/closed projects |
| EPL 2.0 | Copyleft (Weak) |  Yes |  Yes |  Yes |  Partial |  Yes |  No | Enterprise & Java projects |
| CC0 | Public Domain |  Yes |  Yes |  Yes |  No |  No |  No | Data, research, no ownership |
| Unlicense | Public Domain |  Yes |  Yes |  Yes |  No |  No |  No | Personal or free-use projects |
| No License | Copyrighted |  No |  No |  No |  No |  No |  No | Private code |

Overview of Common Open-Source Licenses

| License | Brief Description |
|---|---|
| Apache License 2.0 | Permissive license allowing use, modification, and distribution (including commercial). Requires preservation of notices and provides explicit patent protection. |
| MIT License | Very permissive and simple license. Allows almost unrestricted use, modification, and distribution with only attribution required. |
| GNU General Public License v3.0 (GPL v3) | Strong copyleft license. Any modified or derived work must be released under the same license. Includes patent protection. |
| GNU General Public License v2.0 (GPL v2) | Older strong copyleft license. Derived works must also be open source under GPL v2. No explicit patent protection. |
| GNU Lesser General Public License v2.1 (LGPL v2.1) | Weak copyleft license mainly for libraries. Allows linking with proprietary software; modifications to the library must remain open source. |
| GNU Affero General Public License v3.0 (AGPL v3) | Strong copyleft license for network/server software. Requires sharing source code even when used over a network (e.g., web apps). |
| BSD 2-Clause “Simplified” License | Permissive license with minimal restrictions. Allows reuse and redistribution with attribution. |
| BSD 3-Clause “New” or “Revised” License | Similar to BSD 2-Clause but prevents using the author’s name for promotion without permission. |
| Boost Software License 1.0 | Very permissive license, mainly for libraries. Allows commercial and proprietary use with minimal conditions. |
| Creative Commons Zero v1.0 Universal (CC0) | Places the work in the public domain. No restrictions or attribution required. |
| Eclipse Public License 2.0 (EPL 2.0) | Weak copyleft license. Modifications to EPL-covered files must be shared; can be combined with proprietary code. |
| Mozilla Public License 2.0 (MPL 2.0) | File-level copyleft license. Modified files must be open source, but the entire project does not need to be. |
| The Unlicense | Public-domain-like license. Allows anyone to do anything with the code without restrictions. |
| No License | Code is fully copyrighted by default. Others cannot legally use, modify, or distribute it. |