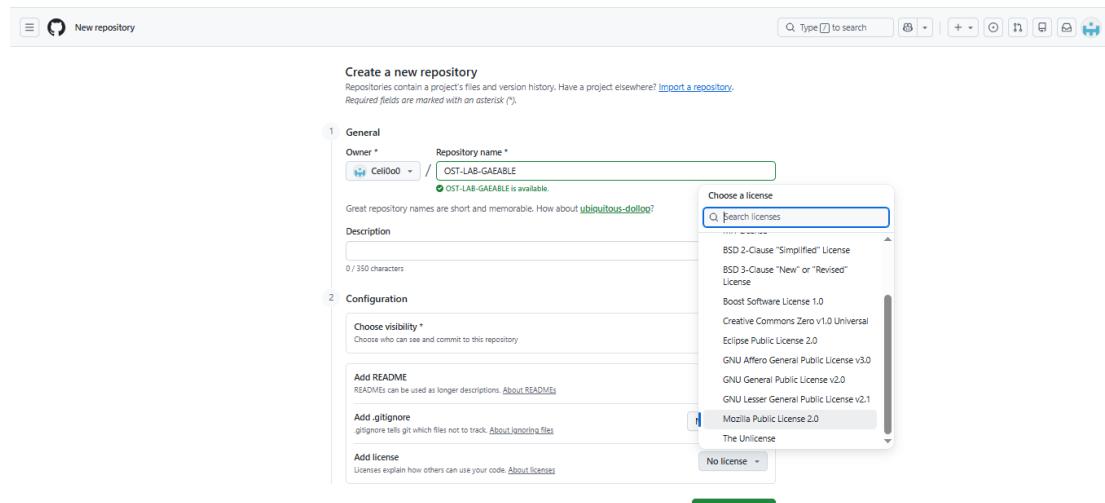
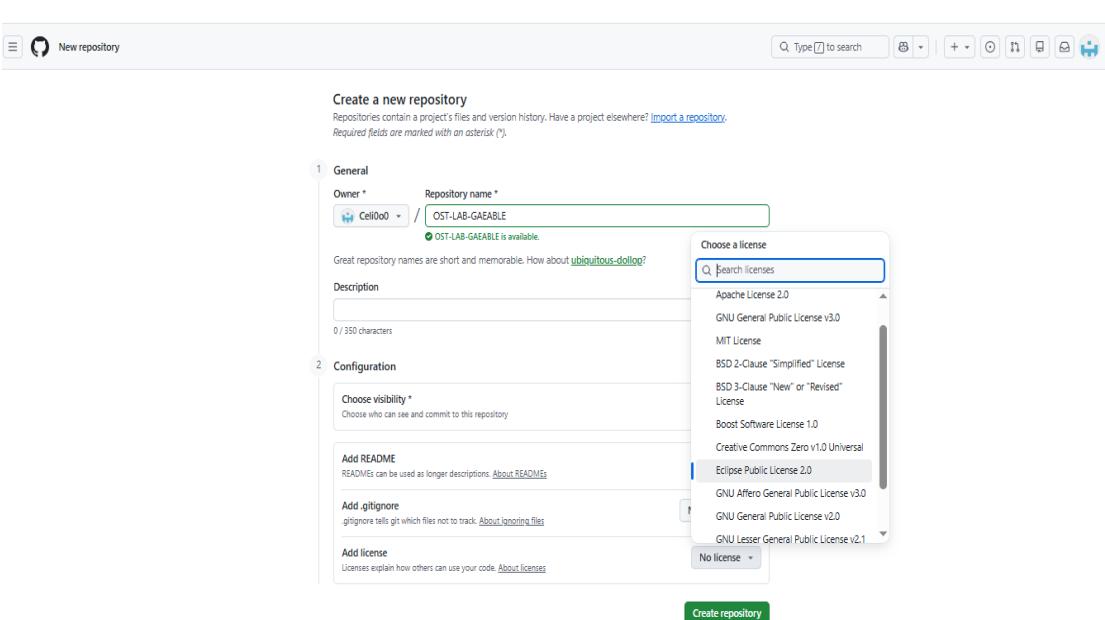


Practical 1 : Explore github/gitlab for open-source projects with different licenses

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



The screenshot shows the GitHub 'Create a new repository' interface. In the 'General' tab, the repository name is set to 'OST-LAB-GAEABLE'. A dropdown menu for choosing a license is open, displaying various options such as 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, Mozilla Public License 2.0, and The Unlicense. The 'No license' option is also visible at the bottom of the list.



This screenshot is identical to the one above, showing the GitHub 'Create a new repository' interface with the 'General' tab selected. The repository name 'OST-LAB-GAEABLE' is entered, and the license selection dropdown is open, listing the same set of available licenses.

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							College projects, simple OSS
Apache 2.0	Permissive							Enterprise & commercial apps
BSD 2-Clause	Permissive							Academic & research projects
BSD 3-Clause	Permissive							Open projects with author protection
Boost 1.0	Permissive							Libraries & frameworks
GPL v2	Copyleft (Strong)							Traditional open-source software
GPL v3	Copyleft (Strong)							Freedom-focused OSS
LGPL v2.1	Copyleft (Weak)							Open-source libraries
AGPL v3	Copyleft (Very Strong)				 (Network use)			Web & SaaS apps
MPL 2.0	Copyleft (File-level)				 File-level only			Mixed open/closed projects
EPL 2.0	Copyleft (Weak)							Enterprise & Java projects
CC0	Public Domain							Data, research, no ownership
Unlicense	Public Domain							Personal or free-use projects
No License	Copyrighted							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.