**CAPITAL BOOTCAMP JAN/JUNE2022**

**UNIT1.5**: EXPLAIN HOW COPYWRITE AND OTHER CONSTRAINTS MAY AFFECT THE WEBSITE.

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  7. **COPYRIGHT ISSUES**

Copyright is the act of Obtaining license to a product, service or Idea which gives the individual or companies the sole ownership of such services, Ideas or product. This gives the individual or company the exclusive right to such product, services or idea (Intellectual Properties). When an individual do not want her work to be stolen or copied the next logical thing to do is to copyright license to ensure that he get monetary benefits for his work published . The obtaining of such license helps to guide the individual or organization works from infringement. As a website designer and developer we must ensure that we do not use materials from the internet that belongs to an individual without obtaining copyright license from them. There are sites where we can get materials like images or fonts for free without having to obtain copy write license such site includes ; google font, pexels.com , awesome font, unsplash.com etc

* 1. **PLAGIARISM**

Plagiarism is when an intellectual work is taken and converted without the acknowledgement of the owner of the piece of work; it can also be referred to as cheating or arrogation of someone else work, ideas or product. Plagiarism in website design is when a web designer copy word for word or use images that where designed by a graphic designer without acknowledging the owner of such work or obtaining copyright license. It is an act of stealing because it deprives the owner of such works the royalties or money that they can obtain from licensing their work. As a website designer it is proper that we get the right license to any materials that we would like to include in our work to avoid being penalize

* 1. **RESOURCE OWNERS PERMISSION**

A resource owner is someone who is able to provide access to wealth of materials (Resources) . Resource Owners Permission is the access we get to a product, service, ideas or application that is given to us by the Owners of such entity. It might be copyright permission or license or the use of Password (Product key), Authorization code, tokens, authorization grant in order to gain access to the resource owner material online as an end user.

* 1. **OPEN SOURCE RESOURSES**

Open Source Resources are materials, ideas, products that are in the internet which have online access without any form of restriction. This could be a site where you can get free materials like images, fonts etc without any restriction. The product or services are opened to the general public for consumption; It may be converted by the user such as web designer to suit whatever design template he has . They are generally free and access is never denied.

* 1. **LICENSING ISSUES**

Licensing is important in order to prevent Piracy, this is to enable you have the sole ownership of such product, idea or service. Licensing Issues occur as a result of individual or organization trying to get license for their product, idea or services rendered to the public. Some of the issues including; high licensing fees, government licensing policy. As a web or App developer once you have developed an Application or websites the next valid thing to do is to seek the license from App-stores for the App to be included in the App-store after which you might seek for License from the government for it to be registered in the country. When such app or website has too many negative feedback or review the license might be withdrawn and the app will be deleted from the App-store. The overall idea is to ensure that your app or website do not have too many negative reviews or been repeated to prevent the license from been withdrawn.

* 1. **INTELLECTUAL PROPERTY**

Intellectual Property is idea or information, not necessarily services or product that can be commercialized or converted to monetary benefit. They are usually intangible goods like information that can be accessed by a lot of people without being exhausted. These information or ideas or services can be commercialized by obtaining Copyrights, patents, trademarks and trade secrets