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Homework:

(1) What example of Open-Source innovation does the author give, that is inspired by open-source software?
→ The author talks about open-source architecture, architects design and openly share their designs, this way they can be used/improved by anyone.
→ The author also mentions that the same logic has been applied in digital art as well as DNA design.
→ Finally, we also see that Wikipedia follows the same workflow

(2) What unique features of open-source collaboration does the author distinguish?
→ The author mentions 4 patterns that open-source projects should follow to help it scale, these are the features that distinguish an open-source project from a non-open-source project
(1) Splitting big tasks into small subtasks
(2) Make it so anyone can easily contribute to any project
(3) Allowing reuse of work
(4) Track the contributions done by each individua to make a leaderboard