GreenGene 1.0

User's Manual

http://www.sf.net/projects/yellowleaf

Licensed under the GNU General Public License.

Copyright © 2005, YellowLeaf Project.

Table of Contents

1.	Site Administrator	3
	1.1 Overview	3
	1.1 Managing Courses & Administrators	3
	1.2 Modifying Account Preferences	4
2.	Professor (Course Administrator)	
	2.1 Overview	5
	2.2 Managing & Creating Problem Templates	5
	2.2.1 Managing Problem Templates	
	2.2.2 Modifying a Problem	5
	2.2.3 Viewing a Problem	5
	2.2.4 Deleting a Problem	6
	2.2.5 Creating a Problem	6
	2.2.6 Creating Problems From Existing Problems	7
	2.3 Managing Traits & Phenotypes	8
	2.4 Managing Students	
	2.5 Managing & Creating Administrative Users	
	2.5.1 Managing Administrative Users	8
	2.5.2 Modifying an Administrative User	
	2.5.3 Creating Administrative Users	8
	2.6 Managing Course Preferences	
3.	Teacher's Assistants (Course TA)	
	3.1 Managing Students	10
	3.1.1 Modifying a Student	10
	3.1.2 Deleting a Student	10
	3.1.3 Creating a Student	
	3.1.4 Importing Students	
	3.2 Assigning Problems to Students	11
	3.3 Viewing Student Progress	12
4.	Student	13
	4.1 Viewing Progeny	
	4.2 Performing Crosses	
	4.3 Exporting and Printing Progeny	14
A	ppendix A: License Agreement	15

1. Site Administrator

1.1 Overview

GreenGene administration is divided between 3 user groups: a Site Administrator, Professors, and TA's. Professors and TA's have the rights to manage their respective courses. However, Site Administrators manage the installation of GreenGene in order to create/delete courses, and manage the Professors/TA's therein.

1.1 Managing Courses & Administrators

In order to create a course, the Site Admin should click the Create Course button. After entering a course name and description, it is necessary to also pick a User ID, First and Last Name, as well as a Password, for the Professor whom will be primarily responsible for the course.

Each course must have at least one Professor. All Professors will have the same privileges, regardless of the order of creation.

In order to delete a course, select the courses from the Manage Course page by using the checkboxes on the left-side of the list. It is necessary to enter your own Site Administrator password to confirm this deletion as it is an irreversible action.

When a course is deleted, all problems, traits, and associated students and administrators are permanently deleted.

To modify a course, click the Modify button from the Manage Courses page.

From this page, the Site Admin may delete Professors and/or TA's by selecting them using the checkbox, and clicking the Delete button.

The Site Admin may also modify the course name and description. This options are displayed to students when they log into the system.

The Site Admin may modify or create new Professors and TA's for the course. A unique User ID must be entered, as well as first and last names.

Professors may manage all aspects of the course (include problem templates and students), while TA's may only manage students (including assigning problems and viewing their progress).

For further details about the differences between Professors and TA's, see sections 3 and 4.

1.2 Modifying Account Preferences

The modify my account button enables the Site Admin to change his/her first and last name. This name does not appear to anyone else on the site, other than on the toolbar when logged in as the Site Admin.

2. Professor (Course Administrator)

2.1 Overview

All Professors in GreenGene are associated with one course, and they will have complete control over the management of that course. A Professor has all the same privileges as a TA (see Section 3 for details). In addition, a Professor will also have the ability to modify the course description, create additional Professors and TAs to assist with course and student management, and manage problem templates.

2.2 Managing & Creating Problem Templates

2.2.1 Managing Problem Templates

By selecting Manage Problems from the Problem Menu, the Professor is directed to the main page for managing the problems created for the course. On this page, the Professor will see the list of problem templates. Each row of the table displays Name, Description, and Last Modified. In addition, a set of 3 buttons (View, Modify, New Problem) is shown beside each problem corresponding to the actions that can be taken.

Problem Templates create an easy path for Professors to quickly assign similar problems to many students without having to manually create them all.

2.2.2 Modifying a Problem

By clicking on Modify, the Professor is directed to a new page that shows the current problem parameters. On this page, the Professor will see the fields of Problem Name, Problem Description, Progeny Per Mating, Maximum Progeny, and Display Order of Genes". In addition, the Professor will also see the detailed information recorded on each of the 3 genes associated with the problem. The Professor has the ability to modify the current problem information by selecting the corresponding field and updating its values.

If the current problem has already been assigned to a student, modifying the parameters will not have any effect on the student's problem. Each of the students receives their own copy of the problem during assignment, so any changes made to the original problem will not propagate to the student copies of the problem.

When the Professor is ready to save the updated information, he/she can press the "Modify" button. If the change is successful, the Professor is redirected back to the main page for managing problems.

2.2.3 Viewing a Problem

By clicking on View, the Professor is directed to a new page that shows the

current information stored about the problem. On this page, the Professor will see the fields of Problem Name, Problem Description, Progeny Per Mating, Maximum Progeny, and Display Order of Genes. In addition, the Professor will also see the detailed information set for each of the 3 genes associated with the problem.

Below the problem summary, the Professor will also see a table showing the list of students that have been assigned a problem from this template. The table has the columns of User Id, Problem Name, and Modified Version. Since a Professor has the ability to modify the problem parameters during assignment, and the Professor also has the ability to modify the original problem by itself after assignment, a situation may arise where the problem parameters from the original problem will differ from the ones found in the student problem. Hence, the field of Modified Version will tell the Professor whether or not such a scenario exist – the field will display "Yes" if the current problem parameters differ from the student problem parameters, and "No" if both sets of parameters are identical. The Professor can see the exact parameters of the student problem by clicking on the View button.

2.2.4 Deleting a Problem

On the table showing the list of problems, a checkbox is displayed (in the first column) of each row. To delete one or more problems, the Professor may select the problems and then pressing the Delete Selected button located at the bottom of the table. Note: Deleting a problem is an irreversible action. Once a problem has been removed, it cannot be recovered from the system.

2.2.5 Creating a Problem

The Professor can create a new problem by selecting Create Problem from the Problem Menu. Upon selection, the Professor is directed to a new page where fields are shown for Problem Name, Problem Description, Progeny Per Mating, Maximum Progeny, and Display Order of Genes. In addition, the Professor will see another list of fields for each of Gene 1, Gene 2, and Gene 3.

Problem Name and Problem Description are the parameters which are shown to the student during the simulation. It is intended that the Problem Name would be a crop name.

Progeny Per Mating should be an integer that specifies the amount of progeny that will be generated from each cross, and Maximum Progeny should be an integer that specifies the total amount of progeny that may be produced during a student's simulation. A Professor can also specify the ordering that he/she wants the genes to follow during the simulation. The Professor can select a gene (from the box beside Display Order of Genes) and press the Up or Down buttons to adjust its order accordingly.

By default, the formation for Gene 1 and Gene 2 are set for specifying codominance (with 1 option to choose a trait, and 3 options to specify the 3 phenotypes). If the Professor wants to issue dominance, he/she can check the box beside Dominance and the formation will adjust accordingly (with 1 option to choose a trait, and 2 options to specify the 2 phenotypes).

In either case, to fill out the information, the Professor will need to select a trait using the option beside Trait Name. After the selection is made, options for each of the phenotypes will be populated with all the phenotypes that are associated with the chosen trait. At this point, the Professor needs to choose the phenotypes (3 for co-dominance, and 2 for dominance) that he/she wants to use for the problem.

If the Professor is filling out Gene 2, he/she also has the ability to specify the linkage distance between Gene 1 and Gene 2 (default is 50). To change the default value, the Professor can check the box beside "Linkage" and update it with the desired value.

Gene 3 also has the same default formation as Gene 1 and Gene 2. However, with Gene 3, the Professor also has the ability to use epistasis by checking the box beside Epistasis. If the Professor chooses to use epistasis, the formation will change to show a box for selecting an epistatic ratio, and a set of options for choosing the phenotypes. By choosing a specific epistatic ratio (one of 9:3:3:1, 9:3:4, 9:7, 12:3:1, 15:1), the number of options for choosing phenotypes will adjust accordingly to match the chosen ratio. By choosing a specific trait, the options for each of the phenotypes will be populated with all the phenotypes that are associated with the chosen trait. At this point, the Professor needs to choose the phenotypes that he/she wants to use for the problem.

If the Professor is using epistasis for Gene 3, he/she will not have the ability to specify the linkage distance between Gene 2 and Gene 3 (it will be defaulted to 50). Otherwise, if the Professor is using either dominance or co-dominance, he/she will be able to specify the linkage distance between Gene 2 and Gene 3. To change the default value, the Professor can check the box beside Linkage and update it with the desired value.

When the Professor has filled out all the information of the problem and is ready to proceed, he/she can press the Create Problem button.

2.2.6 Creating Problems From Existing Problems

By selecting Manage Problems from the Problem Menu, the Professor is directed to the main page for managing problem templates for the course. At this point, the Professor can press the New Problem button beside a corresponding problem, and the Professor will be directed to a new page showing all the current information of the selected problem. This page lets the Professor create a new problem based on the parameters of an existing problem. Hence, the Professor has the ability to select any field and change its values. When the Professor is ready to proceed, he/she can press the Create Problem button, and a new problem will be created. If the creation is successful, the Professor is directed to a page that shows a summary of the newly created problem.

2.3 Managing Traits & Phenotypes

Problem traits and phenotypes are created to be re-used in different problems. Once a trait has been created, it can be found and referred to in the problem creation page.

A trait may be created by selecting Create Trait from the Problem Menu. A list of existing traits can be viewed in the trait management page by selecting Manage Traits from the Problem Menu.

Each trait may have indefinite number of phenotypes associated with it. To modify Phenotypes, select the Modify Trait button.

2.4 Managing Students

A Professor manages the list of students of the course through the same sequence of actions as a TA. Like a TA, a Professor has the ability to manage students, import students, assign student problems, and view student progress. For full details, please refer to Section 3 for Teaching Assistant.

2.5 Managing & Creating Administrative Users

2.5.1 Managing Administrative Users

By selecting Manage Admins from the Course Menu, the Professor is directed to the main page for managing the Administrative users registered for the course. Each row of the table displays User Id, First Name, Last Name, and User Type. The User Type field will display either one of Professor or TA, and this information denotes the privilege level that the user has in this course. In addition, a Modify button is placed beside each user.

2.5.2 Modifying an Administrative User

By clicking on Modify, the Professor is directed to a new page that shows the current information stored about the Administrative user. On this page, the Professor will see the fields of User Id, First Name, Last Name, User Type, and Password (enter twice). The user's User Id may not be modified once the user has been created. The Professor can also modify the account password by entering the new password two times. If the change is successful, the Professor is redirected back to the main page for managing Administrative users.

2.5.3 Creating Administrative Users

The Professor can create a new Administrator user for the course by selecting Create Admin from the Course Menu. Upon selection, the Professor is directed to a new page where fields will be shown for User Id, First Name, Last Name, User Type, and Password.

UserId must be alphanumeric characters only, 10 characters maximum. The password entered may be any sequence of characters, 3-25 characters in length.

2.6 Managing Course Preferences

The Professor can update the course information by selecting Modify Course from the Course Menu.

3. Teacher's Assistants (Course TA)

3.1 Managing Students

By selecting Manage Students from the Student Menu, the TA is directed to the main page for managing the students registered into the course. Each row of the table displays User Id, First Name, Last Name, and Assigned Problem. In addition, a set of 2 buttons (Modify and Assign Problem) is are shown beside each student corresponding to the actions that may be taken.

3.1.1 Modifying a Student

By clicking on Modify, the TA is directed to a new page that shows the current information stored about the student. On this page, the TA will see the fields of User Id, First Name, Last Name, Progeny Per Mating, and Max Progeny. If the student has been assigned a problem, the TA will also see the current simulation setting for progeny per mating and maximum progeny. The TA has the ability to modify the current student information by selecting the corresponding field and updating its values. The User Id, however, may not be modified. Furthermore, the TA may also reset the student account password by selecting the checkbox beside Reset Student Password.

3.1.2 Deleting a Student

On the table showing the list of students, a checkbox is displayed (in the first column) of each row. To delete one or more students, the TA can select the students (by checking off the corresponding checkboxes) and then pressing the "Delete Selected" button located at the bottom of the table. Deleting a student is an irreversible action: once a student has been removed, she/he cannot be recovered.

3.1.3 Creating a Student

The TA may create a new student by selecting Create Student from the Student Menu.

UserId must be alphanumeric characters only, up to 10 characters in length. After student creation, the TA can also request to assign a problem directly by selecting the checkbox Assign Problem Now.

If the creation is successful, and "Assign Problem Now" was selected, the TA will be directed to another page where he/she can assign the student a problem. Otherwise, the TA is redirected back to the main page for managing students.

Passwords are generated automatically for a student after account creation (or if the TA requests to reset the student account password). The generated password will consist of the student's last name (consisting of only its alphabetical characters, and in lower-case) appended to the first character of the student's first name.

For example:

- "Joe User" will have a generated password of "userj"
- "Bob None123" will have a generated password of "noneb"

3.1.4 Importing Students

The TA may import a list of students to the course by selecting Import Students from the Student Menu. On this page, the TA will see two buttons, Browse and Load. By selecting Browse, the TA will be given a dialogue box where he/she can browse through the file system to locate the comma separated values file (CSV) to import.

The input file format must be of a certain type: commas separate the 3 entries for UserId, First Name, and Last Name: one per line, and in this precise order.

To import the selected file, the TA should press the Load button. Then, the TA will be shown a table displaying the list of student records that were parsed from the CSV file. All student records that were parsed successfully are shown at the top half of the table, while records with parse errors are displayed at the bottom half of the table.

At this point, the TA can choose to manually update any student record currently displayed. The TA also has the option to assign a problem to a student by selecting a problem name from the problem option boxes. By default, only the student records without parse errors are selected for creation. When the TA is ready to proceed, he/she can press the "Create Students" button, and this will create the list of students that have been selected. If the account creations are successful, the TA is redirected back to the main page for managing students.

3.2 Assigning Problems to Students

By selecting Manage Students from the Student Menu, the TA is directed to the main page for managing the students registered into the course. At this point, the TA can assign a problem to a student by clicking the Assign Problem button. The TA will be directed to a new page that shows a list of problems. When the correct problem for assignment has been located, the TA should press the Assign button.

Note that if a student has already been assigned a problem, assigning him/her a new problem will replace the previous problem, and the simulation will start over from the beginning. All previous problem data will be lost.

Professors have the option of modifying the problem parameters during assignment. On the page that displays the list of problems, the Professor will see the Modify and Assign button. By clicking on Modify and Assign, the Professor is directed to a new page that shows the current parameters of the selected problem. At this point, the Professor can modify any fields of the problem, and then click Assign to proceed with the problem assignment. Note that the problem

modifications performed on this page will not have an effect on the original problem (the changes are for the specific student only).

3.3 Viewing Student Progress

The TA may view the progress of a student by selecting View Progress from the Student Menu. On this page, the TA will see the list of students displayed with their assigned problems. Click the View Progress button to view the student's simulation.

The TA is then redirected to the student's simulation page showing the latest cross results of the simulation. At this point, the TA may view the simulation from the perspective of the student. The TA has all the abilities of a student such as viewing the results of a cross, and exporting progeny data. However, the TA may not perform any new crosses.

To return and exit the simulation, the TA should press the Back to Admin View button located in the toolbar.

4. Student

4.1 Viewing Progeny

Once a problem has been assigned to a student, the initial cross will automatically be performed by the system and the initial set of progeny is generated. Once logged in, a student will automatically be directed to the latest cross and will see the progeny associated with that cross.

From the Display Cross selection box located in the toolbar, the user may select the cross number they wish to view. The data for the respective cross chosen will be displayed. A cross header contains the following: the pollen and seed plant for each cross (their traits and phenotypes), and the date and time the cross was performed. All cross headers contain the above information, except for Cross 1 (which is the initial set of progeny), for which this information is intended to be hidden from the student.

For each cross displayed on the screen, the user may click the "+" image next to a particular cross header to expand and show all the progeny for that cross. To hide all the progeny for a particular cross, click the "-" image next to a particular cross header.

From the Display Cross selection box, the user may also choose to view All. This will display all the crosses performed by the user simultaneously. By default, all the progeny for each cross will be shown. To hide all the progeny for a cross and only display the cross headers, click the Hide All button. Conversely, to show all the progeny for each cross, click the Show All button.

4.2 Performing Crosses

To perform a cross, the Student must select both a pollen and seed plant. These may be the same plant if desired (i.e. self-pollination), may be two different plants within the same cross, or be two different plants from different crosses.

View the progeny for the cross from which you wish to select either the pollen or seed plant (see Section 4.1 for instructions on how to view progeny). Next to the plant which you wish to use as the seed or pollen plant, click the appropriate Pollen or Seed button. Once the button has been clicked, a rectangular display box (cross display box) will appear at the bottom of your screen which contains the plant information for the pollen or seed plant you just selected. Repeat the above steps to select the second plant for the cross. To change a previously selected pollen or seed plant, simply click appropriate Pollen or Seed button next to the plant and the information in the cross display box will be updated accordingly.

Once both plants have been selected, click the Perform Cross button on the cross display box. To not perform the cross, click the Cancel button on the cross

display box – this will cancel the cross and hide the cross display box.

Only students may perform crosses.

4.3 Exporting and Printing Progeny

To export progeny data to a comma-separated values (CSV) file, view the progeny you wish to exported (see Section 4.1 for instructions on viewing progeny). Note that the progeny for each cross need not be displayed, but it is essential that the cross header be showing as only these crosses (and their associated progeny) will be exported. Once the desired crosses are displayed on the screen, click the Download Data button. The user will be prompted to download the file. Click Save to save the file to your computer or click Open to open the data in Microsoft Excel directly. Click Cancel to cancel the download operation.

To print the progeny data, have the cross headers for which progeny is to be printed, showing on the screen (see see Section 4.1 for instructions on viewing progeny). Click the Printer Friendly link in the top right hand corner of the screen. A new window will be displayed.

Appendix A: License Agreement

GreenGene is licensed under the terms of the GNU General Public License, version 2 (GPL v2).

GNU GENERAL PUBLIC LICENSE Version 2, June 1991

Copyright (C) 1989, 1991 Free Software Foundation, Inc. 59 Temple Place, Suite 330, Boston, MA 02111-1307 USA Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public License is intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users. This General Public License applies to most of the Free Software Foundation's software and to any other program whose authors commit to using it. (Some other Free Software Foundation software is covered by the GNU Library General Public License instead.) You can apply it to your programs, too.

When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs; and that you know you can do these things.

To protect your rights, we need to make restrictions that forbid anyone to deny you these rights or to ask you to surrender the rights. These restrictions translate to certain responsibilities for you if you distribute copies of the software, or if you modify it.

For example, if you distribute copies of such a program, whether gratis or for a fee, you must give the recipients all the rights that you have. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.

We protect your rights with two steps: (1) copyright the software, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the software.

Also, for each author's protection and ours, we want to make certain that everyone understands that there is no warranty for this free software. If the

software is modified by someone else and passed on, we want its recipients to know that what they have is not the original, so that any problems introduced by others will not reflect on the original authors' reputations.

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that redistributors of a free program will individually obtain patent licenses, in effect making the program proprietary. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

The precise terms and conditions for copying, distribution and modification follow.

GNU GENERAL PUBLIC LICENSE TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

o. This License applies to any program or other work which contains a notice placed by the copyright holder saying it may be distributed under the terms of this General Public License. The "Program", below, refers to any such program or work, and a "work based on the Program" means either the Program or any derivative work under copyright law: that is to say, a work containing the Program or a portion of it, either verbatim or with modifications and/or translated into another language. (Hereinafter, translation is included without limitation in the term "modification".) Each licensee is addressed as "you".

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running the Program is not restricted, and the output from the Program is covered only if its contents constitute a work based on the Program (independent of having been made by running the Program). Whether that is true depends on what the Program does.

1. You may copy and distribute verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and give any other recipients of the Program a copy of this License along with the Program.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

- 2. You may modify your copy or copies of the Program or any portion of it, thus forming a work based on the Program, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:
- a) You must cause the modified files to carry prominent notices stating that you changed the files and the date of any change.
- b) You must cause any work that you distribute or publish, that in whole or in

part contains or is derived from the Program or any part thereof, to be licensed as a whole at no charge to all third parties under the terms of this License.

c) If the modified program normally reads commands interactively when run, you must cause it, when started running for such interactive use in the most ordinary way, to print or display an announcement including an appropriate copyright notice and a notice that there is no warranty (or else, saying that you provide a warranty) and that users may redistribute the program under these conditions, and telling the user how to view a copy of this License. (Exception: if the Program itself is interactive but does not normally print such an announcement, your work based on the Program is not required to print an announcement.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Program, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Program, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Program.

In addition, mere aggregation of another work not based on the Program with the Program (or with a work based on the Program) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

- 3. You may copy and distribute the Program (or a work based on it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you also do one of the following:
- a) Accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,
- b) Accompany it with a written offer, valid for at least three years, to give any third party, for a charge no more than your cost of physically performing source distribution, a complete machine-readable copy of the corresponding source code, to be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,
- c) Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for noncommercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for making modifications to it. For an executable work, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the executable. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

If distribution of executable or object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place counts as distribution of the source code, even though third parties are not compelled to copy the source along with the object code.

- 4. You may not copy, modify, sublicense, or distribute the Program except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense or distribute the Program is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.
- 5. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Program or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Program (or any work based on the Program), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Program or works based on it.
- 6. Each time you redistribute the Program (or any work based on the Program), the recipient automatically receives a license from the original licensor to copy, distribute or modify the Program subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.
- 7. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Program at all. For example, if a patent license would not permit royalty-free redistribution of the Program by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Program.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply and the

section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system, which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

- 8. If the distribution and/or use of the Program is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Program under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.
- 9. The Free Software Foundation may publish revised and/or new versions of the General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Program specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Program does not specify a version number of this License, you may choose any version ever published by the Free Software Foundation.

10. If you wish to incorporate parts of the Program into other free programs whose distribution conditions are different, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

11. BECAUSE THE PROGRAM IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A

PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

12. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

END OF TERMS AND CONDITIONS

How to Apply These Terms to Your New Programs

If you develop a new program, and you want it to be of the greatest possible use to the public, the best way to achieve this is to make it free software which everyone can redistribute and change under these terms.

To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

<one line to give the program's name and a brief idea of what it does.> Copyright
(C) <year> <name of author>

This program is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation; either version 2 of the License, or (at your option) any later version.

This program is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for more details.

You should have received a copy of the GNU General Public License along with this program; if not, write to the Free Software Foundation, Inc., 59 Temple Place, Suite 330, Boston, MA 02111-1307 USA

Also add information on how to contact you by electronic and paper mail.

If the program is interactive, make it output a short notice like this when it starts in an interactive mode:

Gnomovision version 69, Copyright (C) year name of author Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'. This is free software, and you are welcome to redistribute it under certain conditions; type `show c' for details.

The hypothetical commands `show w' and `show c' should show the appropriate parts of the General Public License. Of course, the commands you use may be called something other than `show w' and `show c'; they could even be mouse-clicks or menu items--whatever suits your program.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the program, if necessary. Here is a sample; alter the names:

Yoyodyne, Inc., hereby disclaims all copyright interest in the program `Gnomovision' (which makes passes at compilers) written by James Hacker.

<signature of Ty Coon>, 1 April 1989 Ty Coon, President of Vice

This General Public License does not permit incorporating your program into proprietary programs. If your program is a subroutine library, you may consider it more useful to permit linking proprietary applications with the library. If this is what you want to do, use the GNU Library General Public License instead of this License.