

# Licensing .NET Applications

## Introduction to Licensing

Fabian Deitelhoff  
<http://www.fabiandeitelhoff.de>  
Fabian@FabianDeitelhoff.de



**pluralsight**   
hardcore developer training

# What is a License?

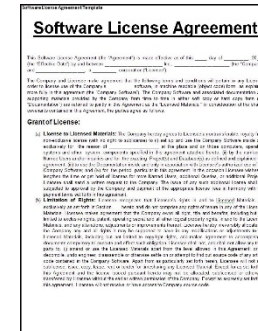
- Refers to a given permission

- The permission itself
- To the document recording the permission
- Legal instrument governing specific rights



- What about a software license?

- The same as a “normal” license
- Use or redistribute an application or code
- End User License Agreement (EULA)



# What is a License?

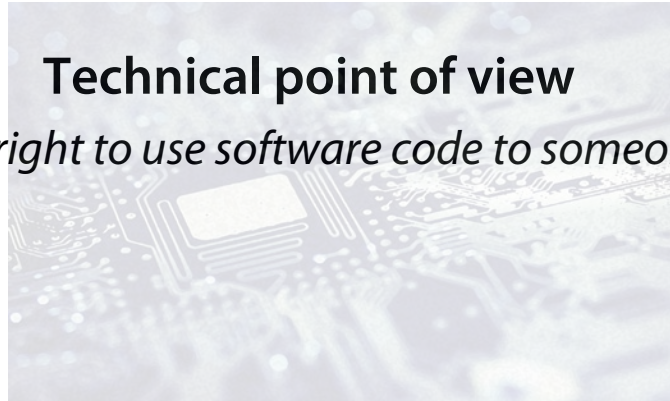


## Organizational point of view

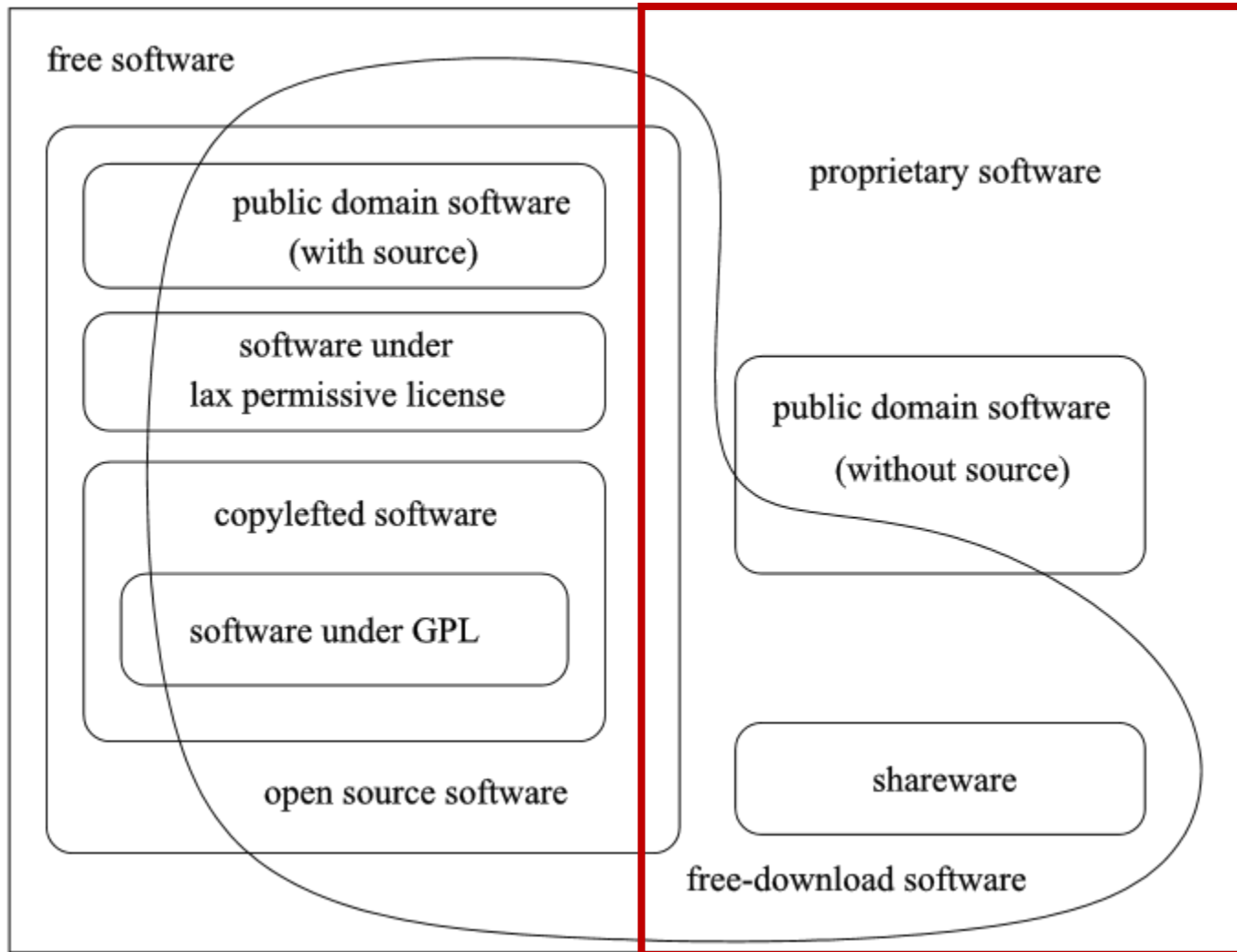
*Legal instrument refers to permissions*

## Technical point of view

*Grants a right to use software code to someone else*



# Different Software Licenses

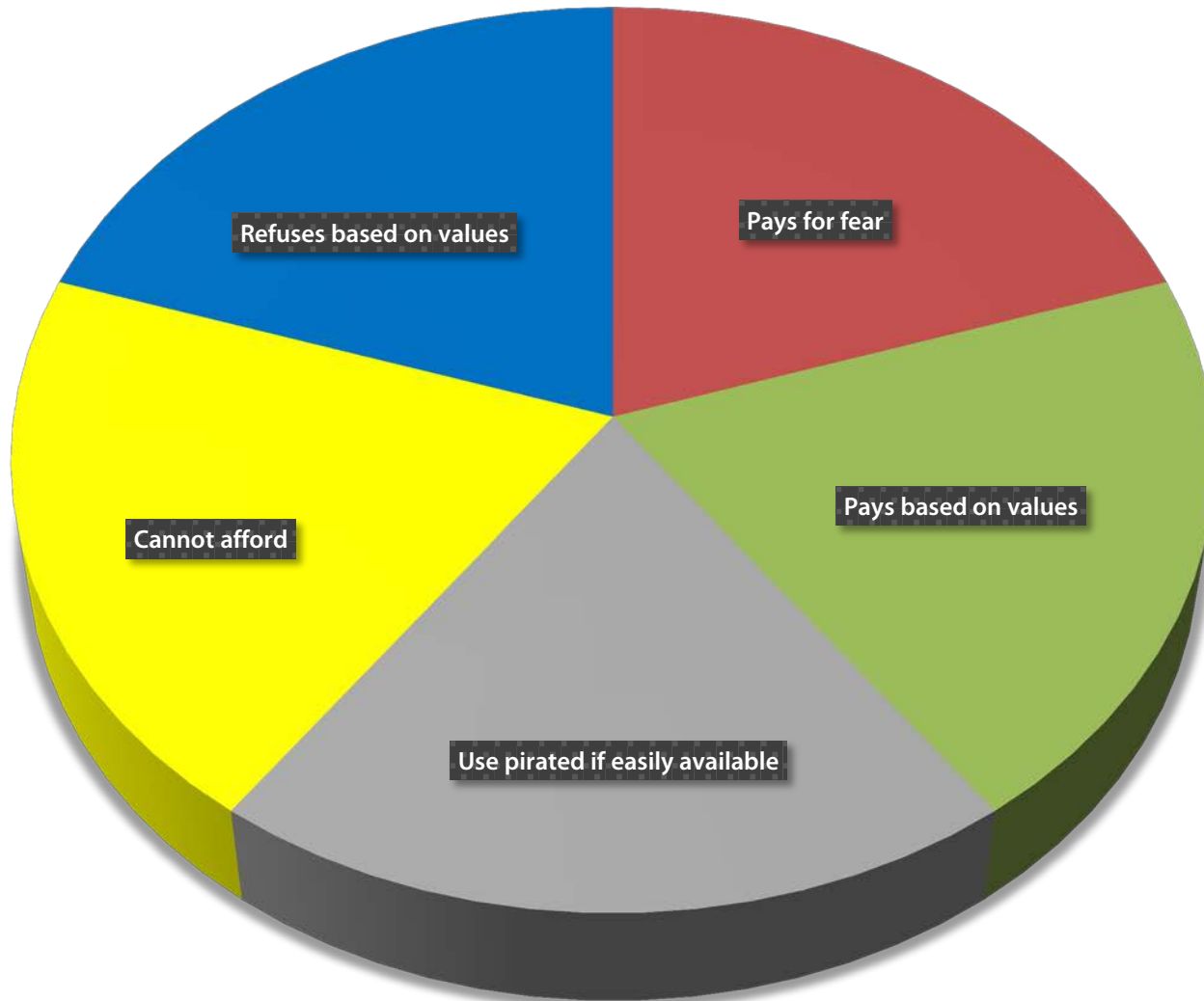


# Why Licensing?

- We want to earn money
- Protect your application from being copied
- Reduce complexity for managing differences
- Get an overview of your customers/users



# Why Licensing?



# Software Licensing Patterns



- Different Policy Patterns
- Depends on your application and the requirements
- Often used patterns are
  - Identity
  - Time-based
  - Consumptive
  - Feature-based
- Also known as Software Licensing Patterns

# Licensing Attributes



- **Which data should be included in the license?**
  - Known as characteristics or attributes
  
- **Common examples are**
  - Hardware/Machine dependencies?
  - Customer specific?
  - Concurrent users?
  
- **Concrete recommendations are impossible!**



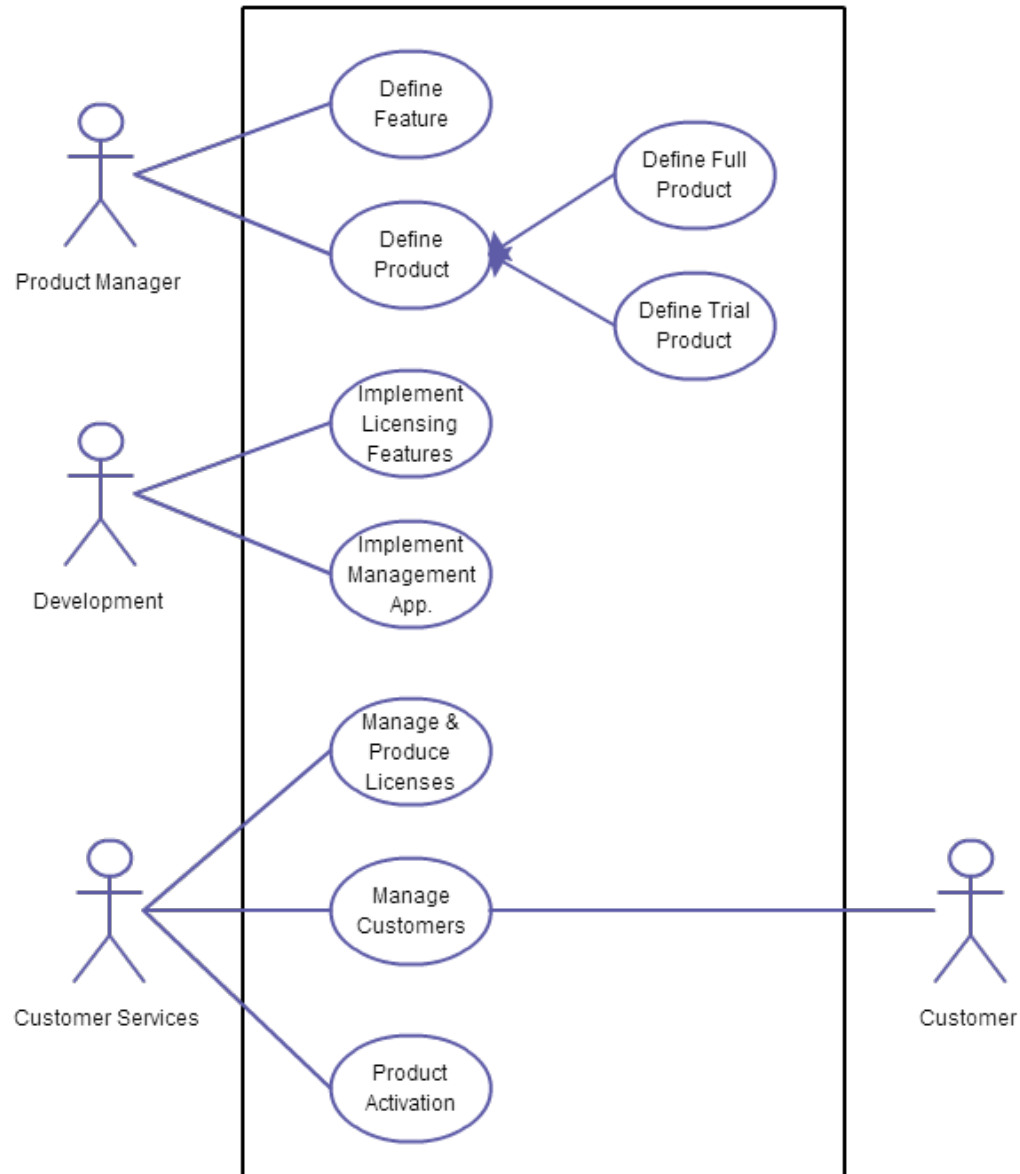
# License Management



- **You need to organize your licensing model**
  - Organizationally
  - Technically
  
- **Manage licenses organizationally**
  - Create/Update/Delete them
  - By whom and when?
  - Distribution process
  
- **Manage licenses technically**
  - Which technology should be used?
  - MD5 hash in a single file?
  - License keys (format, how to integrate)

# Licensing Procedure

<<Example Application>>



# Licensing Procedure



- **Don't think phase oriented!**
  - A licensing procedure isn't waterfall-like
  - It effects all departments, processes and many employees

# Summary

- **A licensing model/procedure must be well planned!**
  
- **You have to think about...**
  - ... your users/customers and their concerns
  - ... a licensing model and the advantages you expect
  - ... the software license you want to use
  - ... policy patterns and which of them fits best for you
  - ... available licensing attributes
  - ... the best way to create a license
  - ... the deployment process
  - ... the licensing procedure
  - ... use cases of your licensing model and the effects for your organization

# References

- *Categories of free and nonfree software*, GNU  
<http://goo.gl/FZB4hl>, last visited 27.08.2013
- My thoughts on software piracy, balsamiq
- <http://goo.gl/fUVXfG>, last visited 27.08.2013
- The Pattern Language of Software Licensing, Halina Kaminski, Mark Perry University of Western Ontario,  
<http://goo.gl/IH4e6N>
- Software Protection and Licensing, UML-Diagrams  
<http://goo.gl/XPr0lb>, last visited 27.08.2013