Licensing .NET Applications

Introduction to Licensing

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What is a License?

Refers to a given permission

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



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



Software License Agreen

Grant of License:

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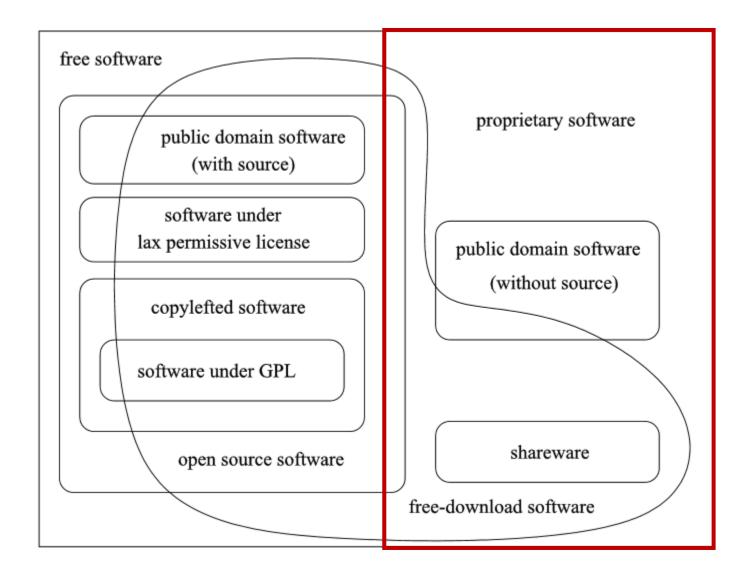
What is a License?



Technical point of view

Grants a right to use software code to someone else

Different Software Licenses

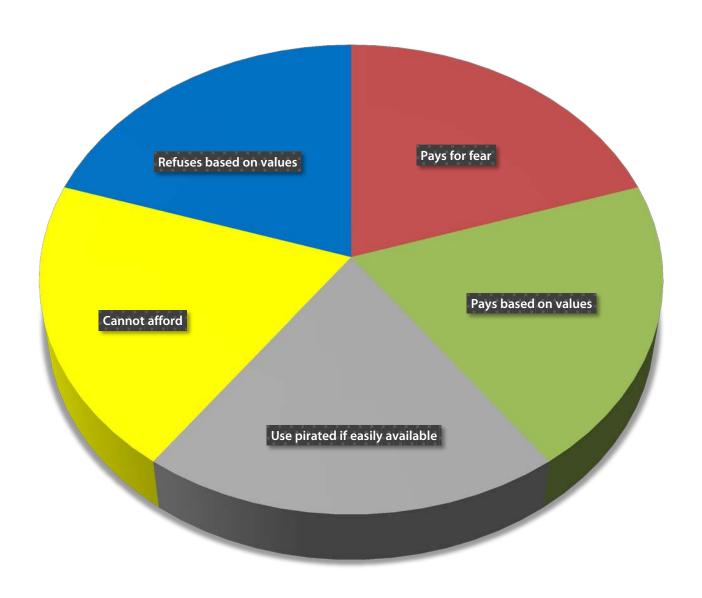


Why Licensing?

- 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



- Organizationally
- Technically



- Create/Update/Delete them
- By whom and when?
- Distribution process

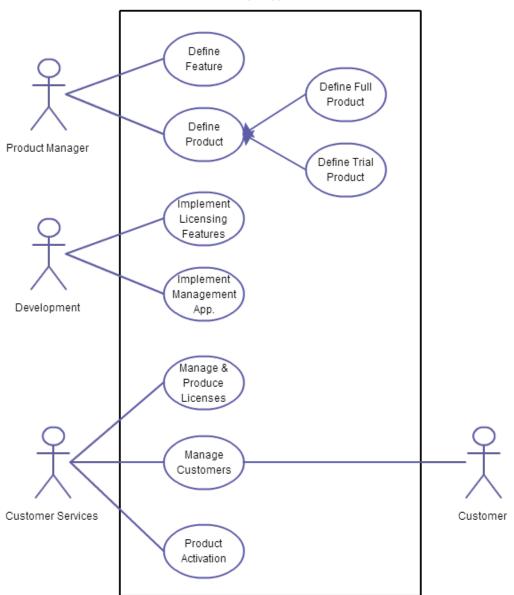
Manage licenses technically

- 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

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