Licensing .NET Applications

Introduction to Licensing

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What is a License?

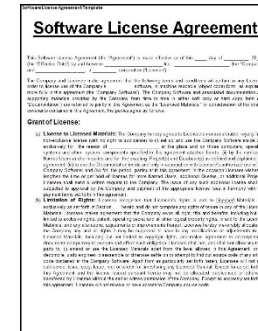- **Refers to a given permission**
  - The permission itself
  - To the document recording the permission
  - Legal instrument governing specific rights

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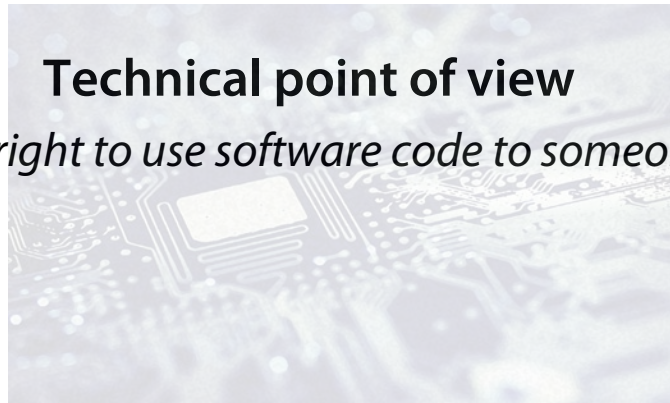 - End User License Agreement (EULA)

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What is a License?

Organizational point of view

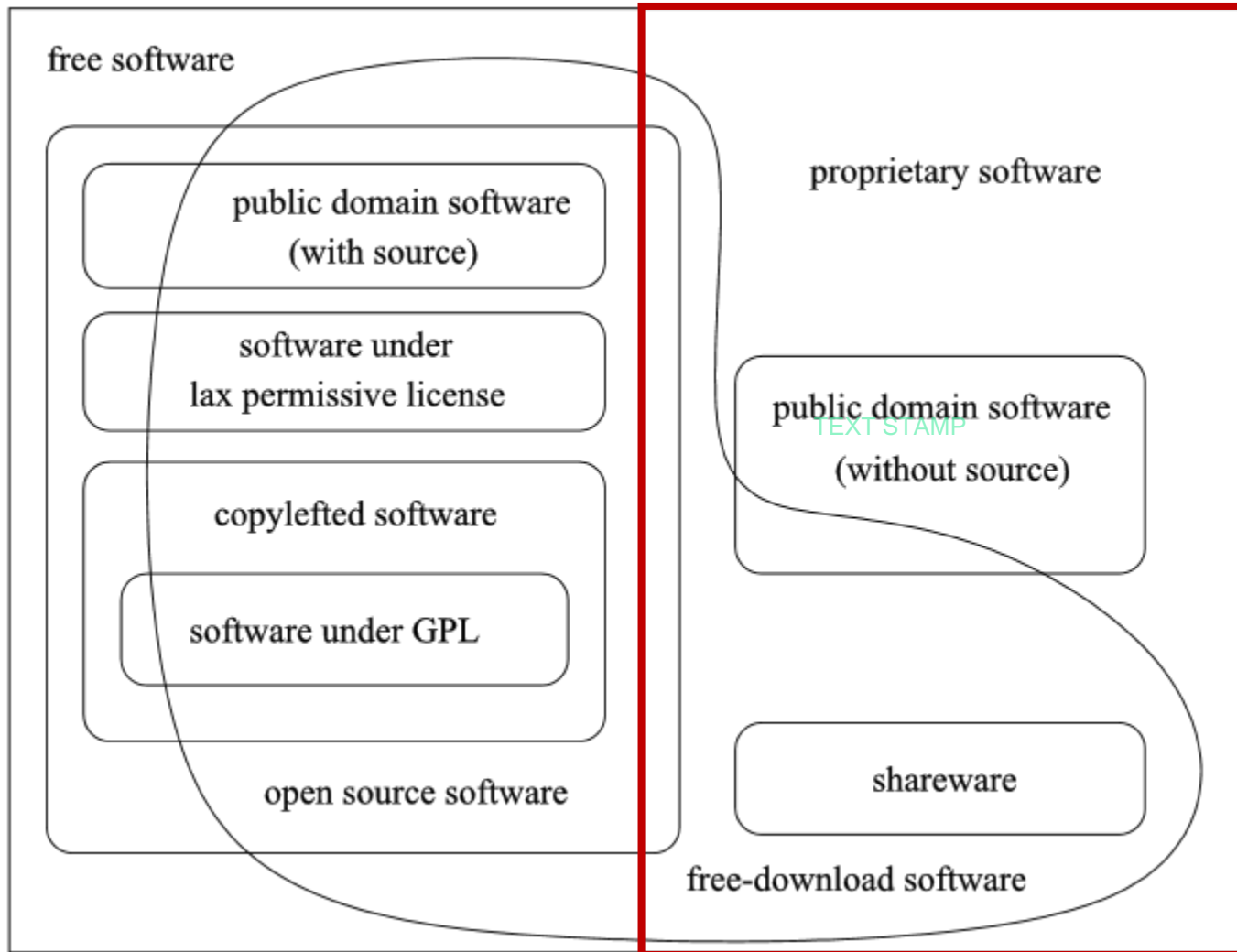*Legal instrument refers to permissions*

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Technical point of view

Grants a right to use software code to someone else
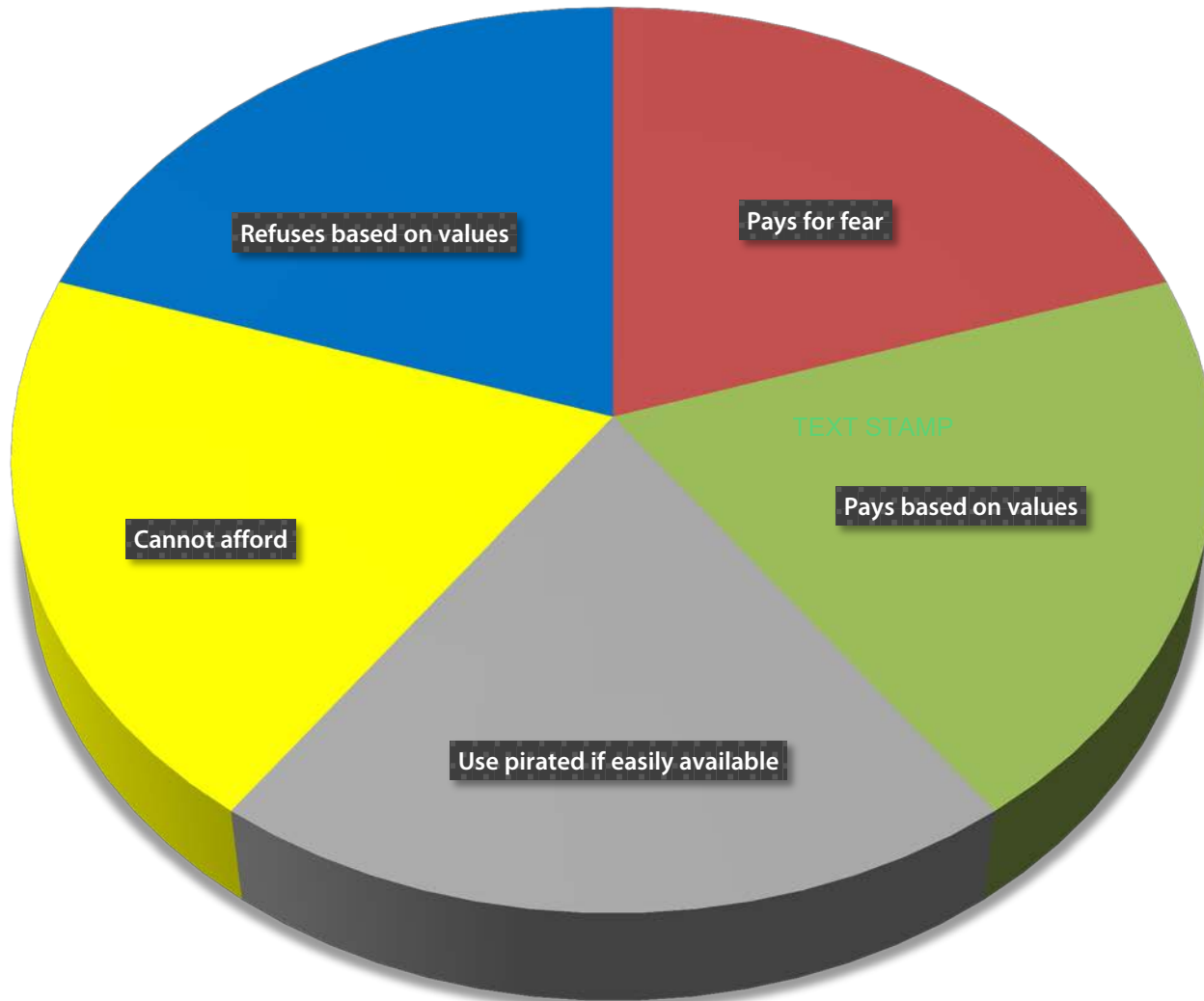
Different Software Licenses

Why Licensing?

- We want to earn money

- Protect your application from being copied

- Reduce complexity for managing differences

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- 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**

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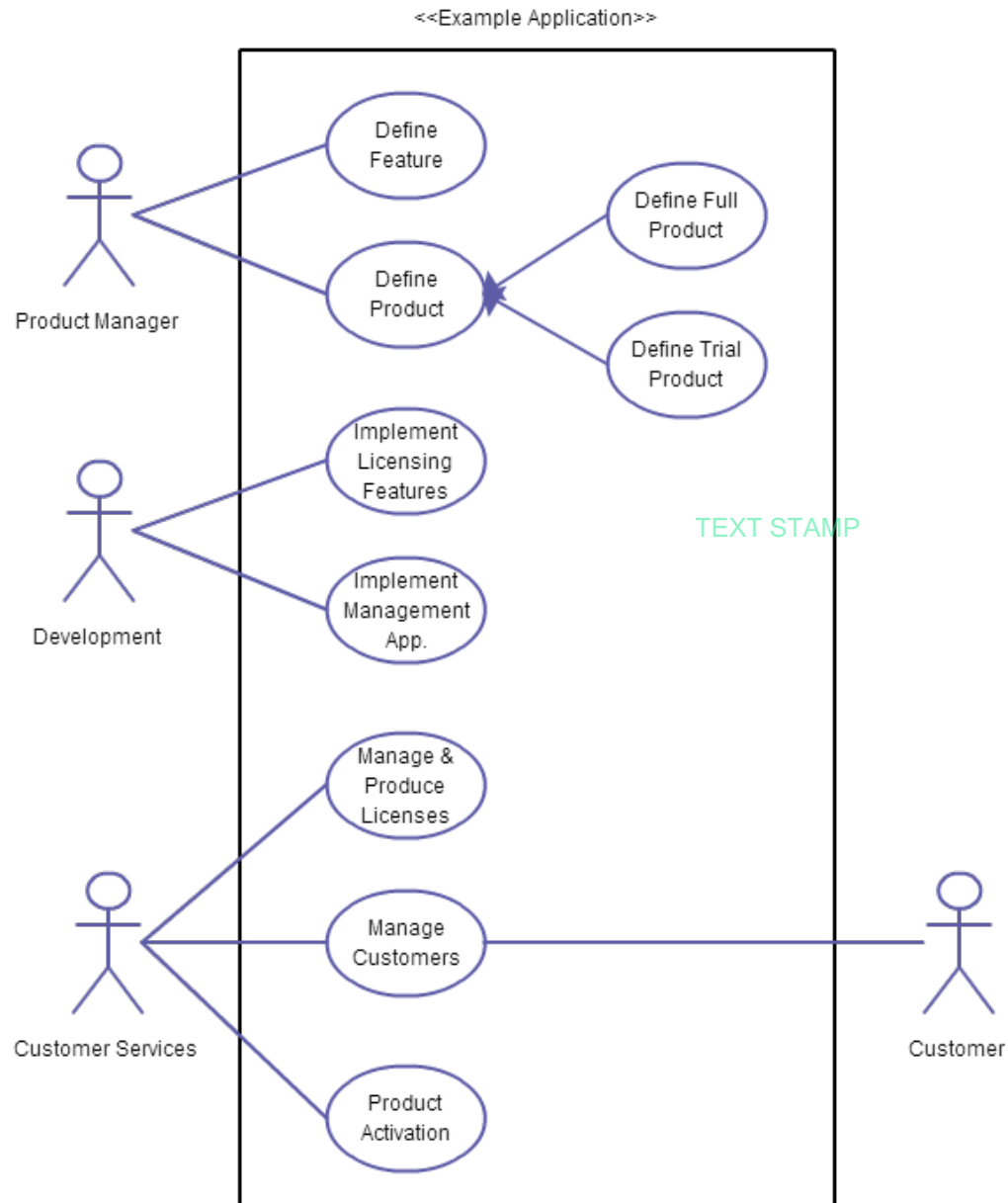 - Create/Update/Delete them
  - By whom and when?
  - Distribution process

- **Manage licenses technically**
  - Which technology should be used?
  - MD5 hash in a single file?
  - License keys (format, how to integrate)

Licensing Procedure

Licensing Procedure

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

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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/XPr0Ib, last visited 27.08.2013

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