

Licensing .NET Applications

Introduction to Licensing

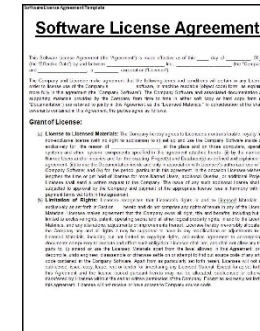
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pluralsight 
hardcore developer training

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?

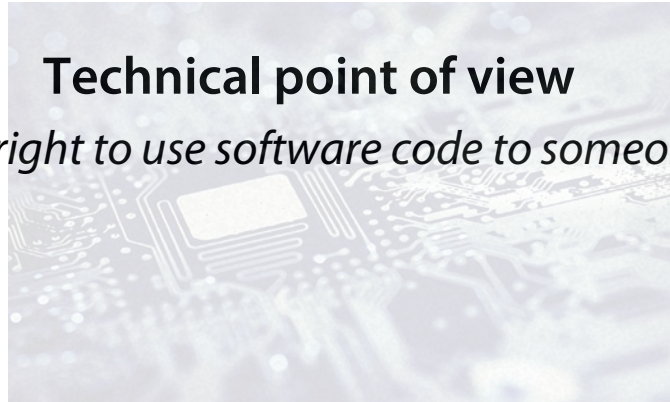


Organizational point of view

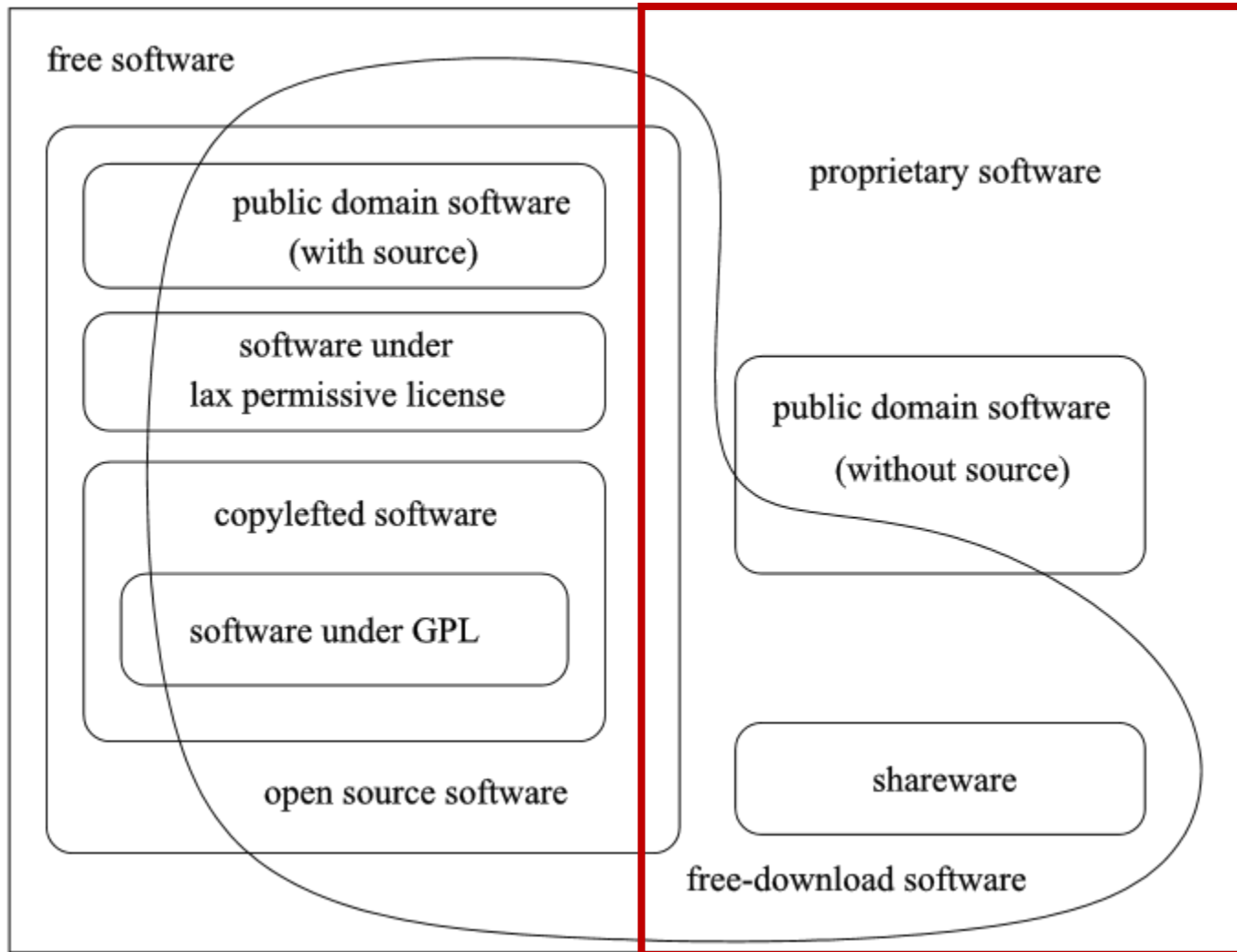
Legal instrument refers to permissions

Technical point of view

Grants a right to use software code to someone else



Different Software Licenses

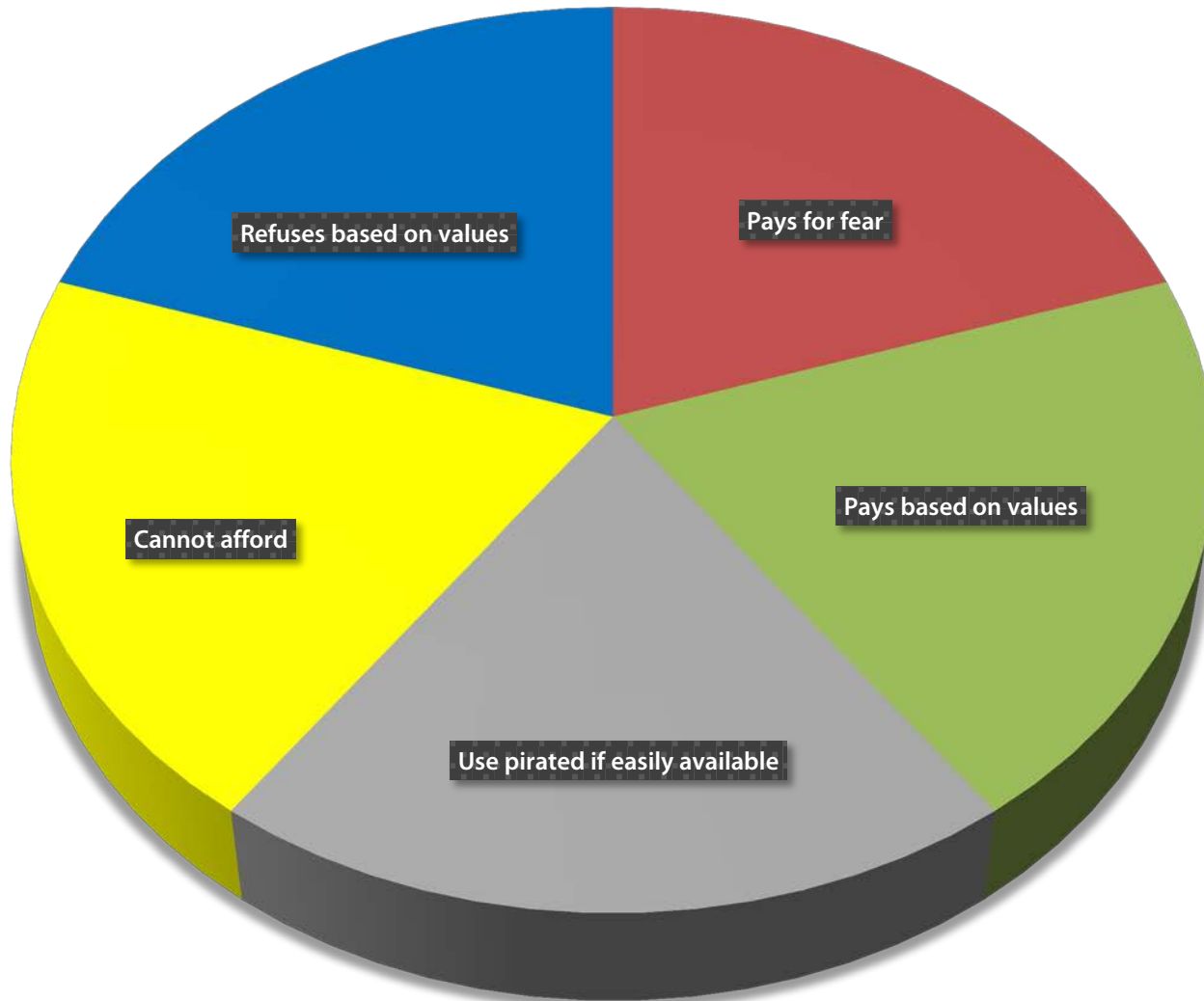


Why Licensing?

- 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



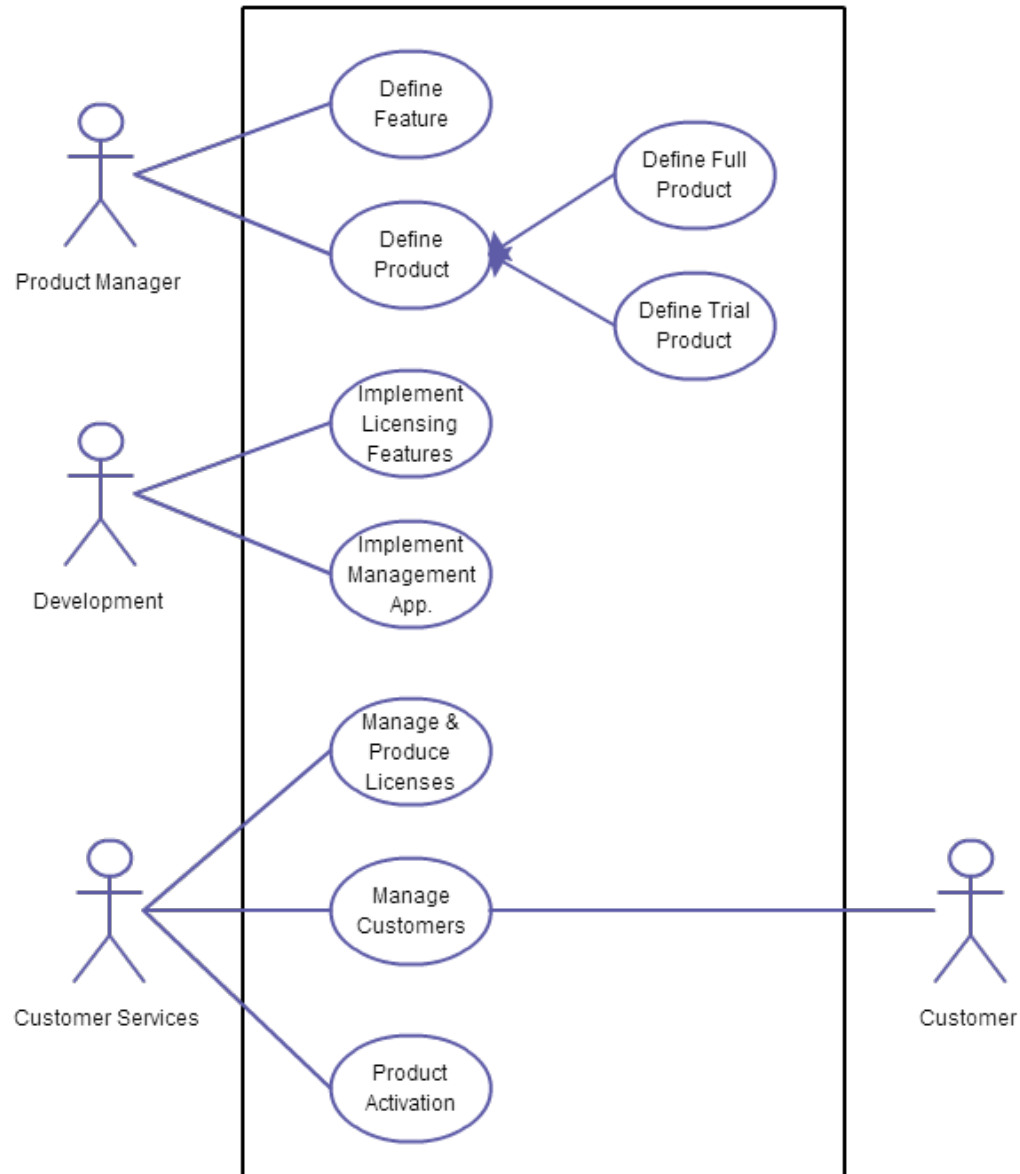
- **You need to organize your licensing model**
 - Organizationally
 - Technically

- **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

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