

Open Source Software Licensing

I Am Not A Lawyer

Why do you need a license to begin with

“No License” might not be what you think... creative work is under copyright by default.

If you don't provide a license for your software, **nobody** can contribute to/use/copy/distribute your project but you.

Additionally, since it's under copyright, there are possible legal repercussions for those that do.

*** If the project has multiple contributors, everyone has explicit copyrights, and **nobody** can therefore include you

What kind of licenses are there?



Open Source Software

- Permissive
- Copyleft

Closed Source Software

- If you're making money with your software AND want to keep it secret, you should be paying your counsel to advise you on legal issues.

None

- We already discussed this one...

Permissive Licenses

Philosophy: Some people feel software should be truly free - that you can take open source software and close it if you want

Examples: MIT, Apache, BSD

Proponents: Theo De Raadt, BSD Organizations, Lots of For-Profit orgs that do OS (Microsoft, Google, Facebook, Mac as mentioned before)

Software: Docker, Kubernetes, TensorFlow, Apache Stuff



TL;DR: Do whatever you want with the code, but I'm not liable and there is no warranty

Copyleft Licenses

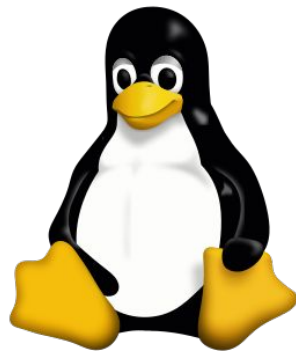
Philosophy: Some people feel that closed source software is inherently anti-social.

Examples: GPL

Proponents: rps (Richard Stallman), Lawrence Lessig, Aaron Swartz, Linux Organizations

Software: Linux, MySQL/Maria, Git

TL;DR: If you use Copyleft code, your code must be Copyleft too



How Do I Include a License?

In the Source Files

OR

In the README.md

```
250 lines (230 sloc) 5.44 KB
1 /* $OpenBSD: cat.c,v 1.26 2016/10/19 18:20:25 schwarze Exp $ */
2 /* $NetBSD: cat.c,v 1.11 1995/09/07 06:12:54 jtc Exp $ */
3
4 /*
5  * Copyright (c) 1989, 1993
6  * The Regents of the University of California. All rights reserved.
7  *
8  * This code is derived from software contributed to Berkeley by
9  * Kevin Fall.
10  *
11  * Redistribution and use in source and binary forms, with or without
12  * modification, are permitted provided that the following conditions
13  * are met:
14  * 1. Redistributions of source code must retain the above copyright
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18  * documentation and/or other materials provided with the distribution.
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23  * THIS SOFTWARE IS PROVIDED BY THE REGENTS AND CONTRIBUTORS ``AS IS'' AND
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25  * IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE
26  * ARE DISCLAIMED. IN NO EVENT SHALL THE REGENTS OR CONTRIBUTORS BE LIABLE
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28  * DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS
29  * OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION)
30  * HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT
31  * LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY
32  * OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF
33  * SUCH DAMAGE.
34  */
35
36 #include <sys/types.h>
37 #include <sys/stat.h>
38
39 #include <ctype.h>
40 #include <err.h>
41 #include <errno.h>
42 #include <fcntl.h>
43 #include <stdio.h>
```

```
readme.md

is-camera-on build passing

Check if the built-in Mac camera is on

Install

$ npm install is-camera-on

Requires macOS 10.11 or later.

Usage

const isCameraOn = require('is-camera-on');

(async () => {
  console.log(await isCameraOn());
  //=> true
})();

Related

• is-camera-on-cli - CLI for this module

License

MIT © Sindre Sorhus
```

Final Thoughts

- Licenses aren't just for software, there's data, media, documentation, fonts
- Free software means Free as in Free Speech, not Free Beer
- With great power comes great responsibility, do your share
 - Some open source projects even have mentor/mentee programs!
- Improve your skills, add stuff to your resume, **AND** network at the same time!

Resources

Very good, high level summary of the various types: <https://choosealicense.com/>

A more detailed explanation/FAQ list: <https://opensource.org/faq#which-license>