

## **Deliverable: Software Bill of Materials**

From this activity, we learned that there is a lot of software and tools that go into these applications, some multiple levels down the chain. The primary challenge was finding a way to acquire the SBOM as that just takes some time, then working through and analyzing the SBOM for Cutter was another beast as well. Formatting the SBOM also proved to be a small challenge, but it was a valuable learning experience as we got to see the results first hand from a SBOM. Cutter has been around since 2007, so getting to see some of the dependencies and licenses that cutter uses was quite interesting. We weren't expecting how big the SBOM would be, though in retrospect, it makes sense that the SBOM for an application like Cutter is so large. I believe an SBOM is useful for developers to analyze the components that make up their software, allowing developers to see what dependencies they have, the various ingredients of their software, and etc. It allows developers to take a step back and look at more than just the lines of code in a repository. Lastly, it gives a different perspective to the developers, giving them the opportunity to see the components of their code rather than the code itself.