# Licensing Considerations:

# Assignment

## Introduction

This assignment will guide you through the process of understanding and applying different software licenses to your project. By completing this assignment, you will gain an understanding of copyright, open-source licensing, public domain options, and how licensing can impact your project's future.

### 1. Understanding Copyright

1. Copyright is automatic you own the rights to your creation by default.
2. Registering your copyright with the government can help in legal disputes.
3. If your project is a group effort, every team member co-owns the copyright.
4. If your work was paid for by an employer or the university, it might be considered **work-for-hire**.

### 2. Choosing a License

1. Decide how much freedom you want to grant users of your software.
2. Understand the difference between proprietary, open-source, and public domain licenses.
3. Consider the libraries you are using some licenses require you to use the same license in your project.
4. Use GitHub's licensing tools or ChooseALicense.com to select the best fit.

### 3. Proprietary vs. Open-Source Licensing

1. Proprietary licenses prevent users from inspecting, modifying, or sharing your code.
2. Open-source licenses allow modification and distribution but may have conditions.
3. **Free software (FOSS)** must grant four freedoms: running, studying, modifying, and sharing software.

### 4. Common Open-Source Licenses

1. **MIT License**: A permissive license with minimal restrictions.
2. **GNU General Public License (GPL):** Requires any modifications to be shared under the same license.
3. **Apache License**: Similar to MIT but includes an explicit grant of patent rights.
4. **Creative Commons CC0 1.0:** Public domain dedication, allowing unrestricted use.

### 5. Applying a License to Your Project

1. Select a license that aligns with your project's goals and constraints.
2. Add a **LICENSE** file to your project repository.
3. Clearly state the license in your **README**.md file.
4. Ensure all third-party libraries and assets comply with the selected license.

## Assignment

**Purpose**: Select and apply a software license to a project while ensuring compliance with licensing principles.

### Task 1: Copyright Considerations

1. In your own words, describe what copyright means for your project.
2. Determine whether your project falls under **work-for-hire** regulations.
3. If working in a team, draft a brief agreement on how copyright is shared.

### Task 2: Choosing a License

1. Research and choose a license that best fits your project.
2. Justify your choice in 2-3 sentences.
3. List any third-party libraries or assets used and their respective licenses.

### Task 3: Applying a License

1. Create a **LICENSE** file in your project and insert the chosen license text.
2. Add a section in your **README.md** file stating the license and a brief explanation of user rights.
3. Push the changes to your GitHub repository.

### Task 4: Reflection Questions

1. Why is licensing important in software development?
2. How does an open-source license differ from a proprietary one?
3. What challenges might arise from co-ownership of a project’s copyright?
4. How can licensing affect your ability to commercialize a software project?