IT Fundamentals

Unit - Hardware

Lesson 3.6.2 - Software Licensing

IT Fundamentals Objectives (FC0-U61)
Objective 3.6 – Compare and contrast general application concepts and users
- Licensing
  - Single use
  - Group use/site license
  - Concurrent license
  - Open source vs. proprietary
  - Subscription vs. one-time purchase
  - Product keys and serial numbers

Grade Level(s)
8, 9

Cyber Connections
- **Hardware & Software**

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Software Licensing

My Computer's RAM Isn't That Great…But it Still has Faster Processing Than the DMV

Software is distributed in a variety of ways. When you purchase a computer, some included software will be the OS and other bundled (pre-installed) applications such as a text editor, media player, and web browser. Other software may be purchased via physical format, like an optical disc or USB flash, while more and more software today is being downloaded via the Internet.

All software is subject to licensing and copyright regulations so it iss typical for the user to have to agree to an *end-user license agreement* (EULA) before using a program or service. There are a lot of terms that apply to how software developers sell, distribute, and license their products. For the CompTIA IT Fundamentals exam, here are the ones we need to know:

- *Freeware* – software that can be downloaded at no cost

- *Freemium* – software that can be downloaded at no cost but some features require an in-application purchase or subscription

- *Trial* – some paid applications provide a limited time/restricted access period

- *Commercial* – software that must be purchased, typically used for commercial purposes

- *Closed source* – software where the developer keeps the source code along with other information

- *Open source* – software where the source code is freely available for anyone to copy, modify, and create new versions

- *Public domain* – software that is not owned by anyone

- *Proprietary* – software that is owned by someone or an organization

Whenever software is purchased for personal use, a *single-user license* is provided that permits the user to install the application. If multiple instances of an application are needed, users can save money by purchasing a *multiple-user license*.

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Teacher Notes:

Some software users make a one-time purchase and they own the software indefinitely, however, more developers are transitioning into requiring users to pay a subscription to maintain access of the software. Finally, users may be prompter for a *product key* or *serial number* when installing an application. This is a unique string of letters and numbers that identifies that specific copy of the application. Product keys are used as theft deterrents for high-priced software to prevent people from sharing their copy of an application.

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