

Managing Licenses in a Go project

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whoami

- @ VMware > 3 years
- Part of the Cloud Native Apps BU
- Working on Project Cello, built entirely in Go.
- Built the CI/CD infrastructure for the Cloud Native Apps BU

Static binaries for everyone



Vendoring dependencies

- Go 1.5 introduced GO15VENDOREXPERIMENT
- Anything stored under vendor/ is considered a vendored dependency
- Lots of ecosystem tools built to manage those dependencies (we like gvt)
- Go 1.6 made it 100% official, that is the golang-supported way to vendor dependencies.

Dependencies Sprawl

BRACE YOURSELF

SPRAWL IS COMING

memegenerator.net

Viral licenses are potentially harmful for Go projects

- Importing a plain GPL-licensed module into a Go project will make the whole thing GPL
- Some GPL/LGPL licensed Go libraries have added special clauses for static binaries, but they are yet to be proven.
- Managing dependencies carefully is a must.

Introducing WWHRD?

github.com/frapposelli/wwhrd (<https://github.com/frapposelli/wwhrd>)

- WWHRD? Means “What Would Henry Rollins Do?”
- Checks your vendored dependencies against a specific set of whitelisted/blacklisted licenses.
- You can use it in your CI, and fail the build if a blacklisted licenses creeps into the codebase.
- Get it now!

```
go get github.com/frapposelli/wwhrd
```



Demo time! Excellent!

Thank you

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