
















**Lizenzen**

**Software**

Modul 231

# Open Source

	 Free software	 Open-source software	 Freeware	 Public-domain software
<b>Definition</b>	<b>"FREE"</b> is a matter of liberty, not price	<b>"OPEN"</b> doesn't just mean access to the source code	<b>"FREE"</b> refers to price, while freedom of the use is restricted by creator	<b>"PUBLIC DOMAIN"</b> belongs to the public as a whole
<b>Ground philosophy</b>	Social movement	Development methodology	Marketing goals	Copyright disclamation
<b>Ground rules</b>	Four Freedoms <a href="https://www.gnu.org/philosophy/free-sw.html">https://www.gnu.org/philosophy/free-sw.html</a>	Open Software initiative <a href="https://opensource.org/osd">https://opensource.org/osd</a>		Creative Common Organization <a href="https://creativecommons.org">https://creativecommons.org</a>
<b>Free of charge</b>	Not necessary	Not necessary	✓ YES	✓ YES
<b>Covered by copyright law</b>	✓ YES	✓ YES	✓ YES	✗ NO
<b>Examples</b>	   		 	

	 Copyright	 Copyleft	 Permissive	 Creative Commons
<b>What is a user allowed to do with the code?</b>	What creator dictates	What user wants under certain rules	What user wants with a few restrictions	What user wants without restrictions
<b>Clause of the use</b>	As creator dictates	Derivative work must be attributed to creator, open-source and copyleft	Derivative work must be attributed to a creator	Derivative work must be attributed to a creator
<b>Source code</b>	As creator dictates	Must be open	Don't have to be open	No specific terms about the distribution of source code
<b>Is creator liable for bugs?</b>	✓ YES	✓ YES	✗ NO	✗ NO
<b>Re-licensing</b>	As creator dictates	Derivative work cannot be released as proprietary software	Derivative work can be released under another license or as proprietary software	Derivative work can be released under another license or as proprietary software
<b>Commercial restrictions</b>	As creator dictates	Permitted	Permitted	Permitted

							
Type	Permissive	Permissive	Permissive	Copyleft	Copyleft	Copyleft	Copyleft
Provides copyright protection	✓ TRUE	✓ TRUE	✓ TRUE	✓ TRUE	✓ TRUE	✓ TRUE	✓ TRUE
Can be used in commercial applications	✓ TRUE	✓ TRUE	✓ TRUE	✓ TRUE	✓ TRUE	✓ TRUE	✓ TRUE
Provides an explicit patent license	✓ TRUE	✗ FALSE	✗ FALSE	✗ FALSE	✗ FALSE	✗ FALSE	✗ FALSE
Can be used in proprietary (closed source) projects	✓ TRUE	✓ TRUE	✓ TRUE	✗ FALSE	✗ FALSE partially	✗ FALSE for web	✗ FALSE for web
Popular open-source and free projects	Kubernetes Swift Firebase	Django React Flutter	Angular.js jQuery, .NET Core Laravel	Joomla Notepad++ MySQL	Qt SharpDevelop	SugarCRM Launchpad	

Quelle: <https://moqod-software.medium.com/understanding-open-source-and-free-software-licensing-c0fa600106c9>

# Kommerzielle Lizenzen

- Unbefristete Lizenzierung -> Kunde die Software einmalig
- Concurrent-User-Lizenzen -> mehrere Benutzer einen Lizenzcode
- Abonnement-basierte Lizenzierung
- Proprietäre Lizenzierungsmodelle -> z.B. Microsoft Windows oder Office
- Floating-Feature-Lizenzmodell -> gleichzeitige Nutzung bestimmter Features durch Benutzer einschränken
- Feature-basiertes Lizenzierungsmodell
- Netzwerklizenzierung -> Lizenz wird an einem Lizenz Server im Netzwerk geprüft
- Cloud-basierte Lizenzierung -> Paas Dienste z.B. Salesforce

Quelle: <https://cpl.thalesgroup.com/de/software-monetization/software-license-models>