
















Lizenzen

Software

Modul 231

Open Source

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

	 Copyright	 Copyleft	 Permissive	 Creative Commons
What is a user allowed to do with the code?	What creator dictates	What user wants under certain rules	What user wants with a few restrictions	What user wants without restrictions
Clause of the use	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
Source code	As creator dictates	Must be open	Don't have to be open	No specific terms about the distribution of source code
Is creator liable for bugs?	✓ YES	✓ YES	✗ NO	✗ NO
Re-licensing	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
Commercial restrictions	As creator dictates	Permitted	Permitted	Permitted

							
Type	Permissive	Permissive	Permissive	Copyleft	Copyleft	Copyleft	
Provides copyright protection	✓ TRUE	✓ TRUE	✓ TRUE	✓ TRUE	✓ TRUE	✓ TRUE	
Can be used in commercial applications	✓ TRUE	✓ TRUE	✓ TRUE	✓ TRUE	✓ TRUE	✓ TRUE	
Provides an explicit patent license	✓ TRUE	✗ FALSE	✗ FALSE	✗ FALSE	✗ FALSE	✗ FALSE	
Can be used in proprietary (closed source) projects	✓ TRUE	✓ TRUE	✓ TRUE	✗ FALSE	✗ FALSE partially	✗ 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>