
















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>