**Content Transfer End User License Agreement**

**1. Agreement**

This software enables the transfer of certain information such as photographs, music files, text message and contact information between select mobile devices through each device’s embedded wi-fi technology. Depending on your device’s operating system, not all information may be transferred. No information is uploaded, stored or accessed through the internet.

Your use of the Content Transfer (the App) is subject to this End User License Agreement (EULA). Please read and review this entire EULA before indicating your acceptance of the terms by clicking “Accept” and using the application. Verizon grants you the right to install and use the App on a single wireless device owned and controlled by you.

**2. Trademarks**

You may not use any Verizon trademarks or service marks without Verizon's prior written permission. For information about usage or licensing, see our [Website Use Terms and Conditions](https://www.verizonwireless.com/b2c/globalText?textName=WEBSITE_USE&jspName=footer/webuse.jsp" \t "_self).

**3. U.S Export Laws**

Your use of the App and Verizon Wireless services is subject to U.S. export control laws and regulations. You represent that you are not a citizen of an embargoed country or prohibited end user under applicable U.S. export and anti-terrorism laws, regulations and lists. You will not use, export or allow a third party to use or export Verizon Wireless online services in any manner that would violate applicable law, including but not limited to applicable export control laws and regulations.

**4. Privacy**

For information on privacy, see our [Privacy Policy](https://www22.verizon.com/privacy/" \t "_self).

**5. Website Use Terms and Conditions**

Your use of My Verizon is subject to our [Website Use Terms and Conditions](https://www.verizonwireless.com/b2c/globalText?textName=WEBSITE_USE&jspName=footer/webuse.jsp" \t "_self).

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**This file contains the open source licenses for the following open source components in the Content Transfer app:**

1. CocoaAsyncSocket

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# CocoaAsyncSocket

## https://github.com/robbiehanson/CocoaAsyncSocket

CocoaAsyncSocket.h

This class is in the public domain.

Originally created by Robbie Hanson of Deusty LLC.

Updated and maintained by Deusty LLC and the Apple development community.

https://github.com/robbiehanson/CocoaAsyncSocket