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Why you should use a license

Who should use a license?



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Use A License!



Why you should use a license

What licenses do for you



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- Define how others can use your code



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- Define how others can use your code
- Tell other's what they need to do when re-using your code



What licenses do for you

- Define how others can use your code
- Tell other's what they need to do when re-using your code
- Absolve you of responsibility

Using no license

What happens when you don't use a license?

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- You retain all rights

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- You must be contacted for use or modification

Using no license

What happens when you don't use a license?

- You retain all rights
- You must be contacted for use or modification
- This is not GNU freedom!

To the public domain

Code can be put into the public domain with a simple notice as such. Code in the public domain can be used by anyone freely.

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DON'T DO THIS!



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DON'T DO THIS!

Certain countries (cough cough Germany) don't honor the public domain and this can give people trepidation about using public domain code.

What choices are there?

Common licenses

There are a number of commonly used licenses. These range from the GPL (notably used for Linux) to the MIT license and more. Github does provide an API for licenses,

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`https://github.com/blog/1964-license-usage-on-github-com`

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but when it comes to choosing a license, Github is your friend (other services are available)

choosealicense.com

On creation of a new Github repository, you are prompted to choose a license. For more information, Github provides the helpful site <http://choosealicense.com>

esoteric licenses

As with all things open source, there are esoteric options. Whether practical and extreme, or impractical and goofy, esoteric licenses exist. Examples include:

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- beerware

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- wtfpl
- beerware
- fight club license



DO WHAT THE **** YOU WANT TO PUBLIC LICENSE

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DO WHAT THE **** YOU WANT TO PUBLIC LICENSE

TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION
AND MODIFICATION

0. You just DO WHAT THE **** YOU WANT TO.

beerware

"THE BEER-WARE LICENSE" (Revision 42):

langlephk@FreeBSD.ORG wrote this file. As long as you retain this notice you

can do whatever you want with this stuff. If we meet some day, and you think

this stuff is worth it, you can buy me a beer in return.

Poul-Henning Kamp

fight club license and more

`https://gist.github.com/benlk/fb545889eaa5894e77ac`

End User License Agreements

The things that nobody reads

- EULA forces you to agreement to a set of terms

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- Legalese is the language of choice
- You as a user typically give up all rights
- The lawyers usually don't even read them

EULAs are hilarious

Since nobody tends to ever read EULAs they're filled with laughs, surprises, and terrifying things.

Beware the EULAs

What about non-software

What if you want to protect other things you produce? How can you license things like:

What about non-software

What if you want to protect other things you produce? How can you license things like:

- artwork

What about non-software

What if you want to protect other things you produce? How can you license things like:

- artwork
- music

What about non-software

What if you want to protect other things you produce? How can you license things like:

- artwork
- music
- photos

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What if you want to protect other things you produce? How can you license things like:

- artwork
- music
- photos
- writing

What about non-software

What if you want to protect other things you produce? How can you license things like:

- artwork
- music
- photos
- writing
- and more

Creative Commons

Creative Commons let's you do this. By simply answering a few questions you can get a license tailored to what you want.

<http://creativecommons.org/licenses/>