

License to Code

Brandon Moore

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Who should use a license?

- Do you want others to contribute?
- Do you want others to use and build on your work?
- Do you like open source?
- Do you want to define what can be done with your code?

Use A License!

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?

- 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.

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.

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, but luckily they also provided the statistics on licenses in March.

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

How do I choose a license for my project?

You may be overwhelmed by the choices out there, and there are a lot of choices. However, there are two main categories of licenses:

- Copyleft: Copyleft licenses ensure derivative works remain GNU free and opensource.
- Permissive: Permissive licenses allow for the proprietary use of the code.

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:

- wtfpl
- beerware
- fight club license



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Version 2, December 2004

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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://github.com/benlk/misc-licenses`

End User License Agreements

The things that nobody reads

- EULA forces you to agreement to a set of terms
- 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:

- 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/>