

Glossary: Linux – Linus Torvalds

- **BSD:** Berkeley Software Distribution, a UNIX version developed at the University of California at Berkeley; nowadays available as FreeBSD, NetBSD and OpenBSD
- **Binary Code:** the way computers store information, for example 0001'0101 (stands for the decimal number 21)
- **Copyleft:** a licensing concept both based on and perverting the concept of Copyright; modifications to a software licensed under the terms of the GPL must be published under the same terms
- **FSF:** Free Software Foundation, founded by Richard Stallman (founder of the GNU project), defends the GPL against violations and promotes Free Software
- **Free Software:** software that is usually (but not necessarily) free of charge and gives you the freedom to use, share and modify it under the terms defined by its license
- **GNU:** GNU's Not UNIX, a project started by Richard Stallman in 1984 with the goal to provide a “free” version of the UNIX operating system
- **GPL:** General Public License, a very popular software license used for Linux, GNU and various other software
- **Kernel:** the part of the operating system that knows how to deal with the hardware and gives the programmers a foundation to build their applications upon; for example: Linux (Ubuntu, Debian, Android etc.), Hurd (GNU), Windows NT (Windows), XNU (Darwin – Mac OS, iOS)
- **Open Source:** business friendlier term for “free software”, which also includes software licensed under non-copyleft licenses (such as MIT, Apache, Mozilla etc.)
- **Operating System (OS):** system software that manages computer hardware and software resources and provides common services for computer programs
- **Shell:** a program that takes written commands from a user (or from a script written by the user) and executes them
- **Source Code:** the underlying instructions of a software that define its behaviour and features; written by a programmer
- **UNIX:** Operating System originally developed by Ken Thompson and Dennis Ritchie at AT&T Bell Labs in the late 1960s/early 1970s. Modern Operating Systems such as Linux, Mac OS, Android and iOS are based on the design principles of UNIX. They belong to the “UNIX family” of operating systems.