

## **13 October**

### **Computers:**

- 8a: Explain why copyright laws exist.
  - to protect intellectual property
- 8b: Explain why it is not permissible to accept free copy of a paid copyrighted computer game or a program from a friend unless it is considered freeware or shareware...explain the concept of freeware and shareware.
  - because the author is not being compensated for their intellectual property
  - freeware is software that is free w/ no restrictions for all time
  - shareware is software that is free potentially w/ restrictions for a limited time; it may be a trial version w/ the expectation that a user will pay for it at a later date
- 8c: Explain the restrictions and limitations of downloading music from the Internet.
  - just like software, music is intellectual property
  - therefore you have to pay for it unless the band has relinquished their rights to it via a particular license (lots of bands do this)
  - technically, you can't share music either - both parties have to pay for it

### **Digital Technology:**

#### **Computer Programming:**

- 4a: Explain how software patents and copyrights protect a programmer
  - they get recognition for their work
  - they don't have their work misrepresented
- 4b: Explain the difference between owning and licensing software.
  - owning means that you paid for it and you can do w/ it what you want
  - licensing means that you paid for a particular license and can do w/ it only what the license specifies
    - ever wonder what a EULA says?
- 4c: Describe the differences between freeware, open source, and commercial software and why it is important to respect the terms of each.
  - freeware is free
  - open source grants access to the code and - depending on the license - may allow you to modify the code
  - commercial software is none of those
  - types of licenses: MIT, GPL, etc. (some of these act as "viruses")

