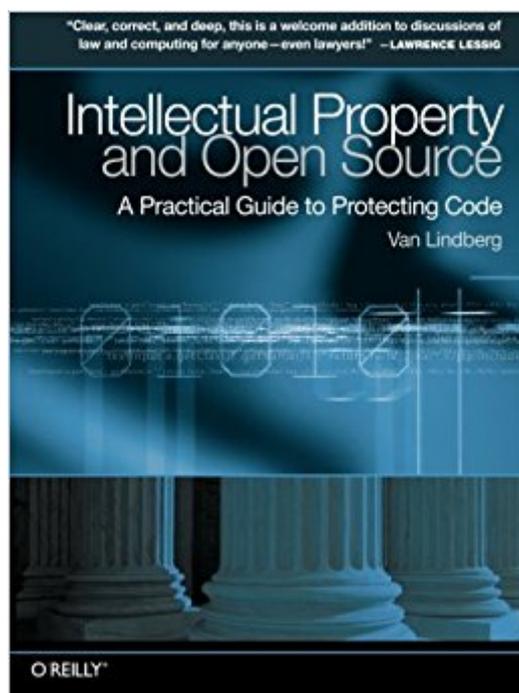


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# Intellectual Property And Open Source: A Practical Guide To Protecting Code



## Synopsis

"Clear, correct, and deep, this is a welcome addition to discussions of law and computing for anyone -- even lawyers!" -- Lawrence Lessig, Professor of Law at Stanford Law School and founder of the Stanford Center for Internet and Society If you work in information technology, intellectual property is central to your job -- but dealing with the complexities of the legal system can be mind-boggling. This book is for anyone who wants to understand how the legal system deals with intellectual property rights for code and other content. You'll get a clear look at intellectual property issues from a developer's point of view, including practical advice about situations you're likely to encounter. Written by an intellectual property attorney who is also a programmer, *Intellectual Property and Open Source* helps you understand patents, copyrights, trademarks, trade secrets, and licenses, with special focus on the issues surrounding open source development and the Gpl. This book answers questions such as:

## Book Information

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As a software developer, it's almost a certainty that you either participate in or use open source software somewhere in your computing environment. But even though you may have the source code sitting in front of you, it doesn't mean you can do anything you darn well please with it. Van Lindberg's book *Intellectual Property and Open Source: A Practical Guide to Protecting Code* does a very good job in presenting the intricacies of open source licensing in a way that won't automatically put a developer to sleep. Granted, there's still a lot of legal concepts to wade through,

but in my opinion he hit the right mix between legalities and practicalities. Contents: The Economic and Legal Foundations of Intellectual Property; The Patent Document; The Patent System; Copyright; Trademarks; Trade Secrets; Contracts and Licenses; The Economic and Legal Foundations of Open Source Software; So I Have An Idea...; Choosing A License; Accepting Patches and Contributions; Working With The GPL; Reverse Engineering; Incorporating As A Non-Profit Appendices: Sample Proprietary Information Agreement (PIA); Open Source License List; Free Software License List; Fedora License List and GPL Compatibility; Public Domain Declaration; The Simplified BSD License; The Apache License, Version 2.0; The Mozilla Public License, Version 1.1; The GNU Lesser General Public License, Version 2.1; The GNU Lesser General Public License, Version 3; The GNU General Public License, Version 2, June 1991; The GNU General Public License, Version 3, June 2007; The Open Software License, Version 3.0 Index Lindberg accomplishes a couple of purposes in this book. The first few chapters trace the history and general concepts of intellectual property law, such as patents and trade secrets.

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