

# Open Source Software

## Learn About Open Source Software



# What is Open Source Software

- Open Source Software is
  - Software licensed with a copyright license compliant with the Open Source Definition (OSD)
  - Software is distributed with its source code in a human readable format
  - Software is developed in an open and collaborative way by groups of developers

# Open Source Definition (1)

- The Open Source Definition (OSD) is upheld by the entire open source community.
- It requires
  - Free re-distribution of software
  - Availability of source code with software
  - Derived works allowed
  - Integrity of author's source code be maintained
  - No discrimination against persons or groups
  - No discrimination against fields of endeavor

# Open Source Definition (2)

- The OSD further requires
  - Distribution of license
  - License must not be specific to product
  - License must not restrict other software
  - License must be technology-neutral
- Full details can be found at <http://opensource.org/docs/osd>

# A little bit of history: FSF and OSI

- Free software defines software that provides its users the freedoms to run, copy, distribute, study, change and improve the software using the GNU Public License (GNU).
- Open source software was coined in 1998 and became popular among those who wanted to focus on the software source code being available and compliant with the OSD.
- The OSD is protected and promoted by the Open Source Initiative (OSI).

# 3 C's of Open Source

- **Code**

- Some popular world-class open source projects are Linux, Apache, MySQL, PHP, Ruby

- **Collaboration**

- Collaborative tools are the backbone of the open source way. Tools include version control systems, IRC, mailing lists, wikis, blogs to help developers working on building code together.

- **Community**

- Sharing ideas and developing code across the Internet with developers all over the globe forms the community for most open source projects.

# Open Source Licensing

- Licensing is a key part of open source software.
- There are many open source licenses.
- Choosing the right license for software is important.
- All open source licenses have to be submitted for approval by the Open Source Initiative (OSI).
- The approved license list is at <http://opensource.org/licenses/alphabetical>

# Build Open Source Software

- Any one can write software
- But is it software worthy of being reviewed and used by others in an open community?
- The best way to learn is to join any popular open source project of your interest.
- You can participate in the project of your interest by using the software, fixing bugs, submit patches, file bug reports as an user, participate in the mailing lists, and educating others.
- Contribute to an open source project and learn too.

# Education is key to Open Source

- Think Global Act Local
- If you want to leverage open source locally, you have to participate with the best globally
- Learn from what you see, code and hear globally
- Take that knowledge and educate others in your team locally
- Build your local ecosystem
- Use open source software, set an example
- Support others who use open source software
- Its cost-effective, transparent and makes money too

# Learn more about Open Source

- Check out these websites
  - [opensource.org](http://opensource.org)
  - [wikipedia.org/wiki/Open\\_source\\_software](http://wikipedia.org/wiki/Open_source_software)
  - [apache.org](http://apache.org)
  - [fsf.org](http://fsf.org)
  - [linux.com](http://linux.com)
  - [dwheeler.com/oss\\_fs\\_why.html](http://dwheeler.com/oss_fs_why.html)
- Serious questions? Email [osi@opensource.org](mailto:osi@opensource.org)
- Thanks for your time!