Class 03: Computing and the Greater Good
COMP 130 – Introduction to Computing
Dickinson College

Names: _____

A. Computing for the Greater Good:

Q1: Which projects did the members of your group investigate?

Q2: Who are the user communities of these projects?

Q3: What are some attributes that some of those communities' share?

Q4: What are some ways that these projects sustain themselves?

B. Open Source Software:

Q5: What is source code?

Q6: What three things must anyone be allowed to do with the source code in order for software to be open source?

Q7: How does the definitive version of an open source software product improve over time?

Q8: What happens if a person or group wants to take the project in a direction that differs from the vision of the maintainer(s)?

Q9: What are some positive and negative impacts of that action?

C. Software Licensing:

Q10: What is the purpose of a software license?

Q11: How do open source software licenses differ from proprietary software licenses?

Q12: Some open source licenses (called *permissive* licenses) place no restrictions on what you can do with the software or source code. Others come with some requirements. What does a *copyleft* license require?

Q13: That requirement has led some people refer to copyleft licenses "viral licenses." Former Microsoft CEO Steve Ballmer infamously ranted that Linux, which is under a copyleft license, "is a cancer that attaches itself … to everything it touches." Why might people label copyleft as "viral" or a "cancer"?

Q14: Others argue that copyleft accelerates innovation and ultimately serves the greater good. Why would people say that?

Q15: What are the opinions in your group?

D. Revisiting the Projects (Optionally on your own later):

The projects that you researched and discussed earlier are all open source projects. In particular, they are a sub-set of open source projects know as humanitarian open source

Q16: What are some factors that would have led these projects be open source and not proprietary?

Q17: What motivations might people have for becoming contributors to these projects?

Q18: How is the source code for these projects licensed?