semperis

Directory Services Protector
3.6
Third Party Contributions
and Legal Notices

Third Party Copyright Notices

The following copyright notices shall apply to certain Third Party Software included in the Software. Click the component name to see licensing details.

1. AlphaFS: Copyright © 2008-2018 Peter Palotas, Jeffrey Jangli, Alexandr Normuradov

2. AlphaVSS: Copyright © 2008-2017 Peter Palotas

3. AntiXSS: Copyright © 2008, 2009, 2010, 2011 Microsoft Corporation. All rights reserved.

4. Antlr: Copyright © 2010 Terence Parr. All rights reserved.

5. AvalonEDIT: Copyright © AvalonEdit Contributors

6. BackboneJS: Copyright © 2010-2019 Jeremy Ashkenas, DocumentCloud

7. Castle.Core: Copyright © 2004-2021 Castle Project - http://www.castleproject.org/

8. ChartJs: Copyright © 2014-2022 Chart.js Contributors

9. ComandLineParser: Copyright © 2005 - 2015 Giacomo Stelluti Scala & Contributors

10. ComponentSpace

11. Costura.Fody: Copyright © 2012 Simon Cropp and Contributors

12. CSVHelper: Copyright © 2009-2021 Josh Close and Contributors

13. DevExpress: Copyright © 2000-2022 Developer Express Inc.

14. DevExtreme: Copyright © 2011-2022 Developer Express Inc.

15. diff-match-patch: Copyright 2018 The diff-match-patch Authors: Google Inc.; Duncan Cross <duncan.cross@gmail.com> (Lua port); Jan Weiß <jan@geheimwerk.de> (Objective C port); Matthaeus G. Chajdas <anteru@developer.shelter13.net> (C# port); Mike Slemmer <mikeslemmer@gmail.com> (C++ port)

16. DiscUtils: Copyright © 2008-2011, Kenneth Bell and certain files Copyright © 2014 Quamotion

17. DotNetZip: Copyright © 2006 – 2011, Dino Chiesa; Copyright ©2006, 2007, 2008, 2009 Dino Chiesa and Microsoft Corporation; and with regards to specific parts: Copyright © 2000,2001,2002,2003 ymnk, JCraft, Inc.; Copyright © 1995-2004 Jean-loup Gailly and Mark Adler; Copyright 2002-2014 The Apache Software Foundation

18. DSInternals components:
    - DSInternals.Common: Copyright © 2015-2021 Michael Grafnetter. All rights reserved.
    - DSInternals.Replication: Copyright © 2015-2021 Michael Grafnetter. All rights reserved.

19. EntityFramework: Copyright © Microsoft Open Technologies

20. EntityFramework.Extended: Copyright © 2012, LoreSoft. All rights reserved.

21. Fody: Copyright © 2012 Simon Cropp and Contributors

22. IIS.Microsoft.Web.Administration: Copyright © .NET Foundation and Contributors. All rights reserved.

23. Irony: Copyright © 2019 Irony Project (https://github.com/IronyProject)

24. JQuery: Copyright © 2022 OpenJS Foundation and jQuery contributors

25. JsonSubTypes: Copyright © 2017 Emmanuel Counasse

26. LINQKit: Copyright © 2007-2019 Joseph Albahari, Tomas Petricek, Scott Smith

27. log4net: Copyright © 2004-2021 Apache Software Foundation. All Rights Reserved.

28. ManagedEsent: Copyright © Microsoft. All Rights Reserved.

29. Microsoft.AspNet components (and other components that use the same license):
    - Microsoft.AspNet.Mvc: Copyright © Microsoft Corporation. All rights reserved.
    - Microsoft.AspNet.Mvc.FixedDisplayModes: Copyright © Microsoft Corporation
    - Microsoft.AspNet.Razor: Copyright © Microsoft Corporation
    - Microsoft.AspNet.Web.Optimization: Copyright © Microsoft Corporation. All rights reserved.

- Microsoft.AspNet.WebApi: Copyright © Microsoft Corporation. All rights reserved.
- Microsoft.AspNet.WebApi.Client: Copyright © Microsoft Corporation. All rights reserved.
- Microsoft.AspNet.WebApi.Core: Copyright © Microsoft Corporation. All rights reserved.
- Microsoft.AspNet.WebApi.WebHost: Copyright © Microsoft Corporation. All rights reserved.
- Microsoft.AspNet.WebPages: Copyright © Microsoft Corporation. All rights reserved.
- Microsoft.Bcl: Copyright © Microsoft Corporation
- Microsoft.Bcl.Async: Copyright © Microsoft Corporation
- Microsoft.Bcl.Build: Copyright © Microsoft Corporation
- Microsoft.Diagnostics.Tracing.EventRegister: Copyright © Microsoft Corporation
- Microsoft.Diagnostic.Tracing.Eventsource: Copyright © Microsoft Corporation
- Microsoft.Diagnostics.Tracing.EventSource.Redist: Copyright © Microsoft Corporation
- Microsoft.NETCore.Platforms: Copyright © Microsoft Corporation. All rights reserved.
- Microsoft.Net.Http: Copyright © Microsoft Corporation
- System.Collections: Copyright © Microsoft Corporation. All rights reserved.
- System.Collections.Concurrent: Copyright © Microsoft Corporation. All rights reserved.
- System.Data.Common: Copyright © Microsoft Corporation. All rights reserved.
- System.Diagnostics.Debug: Copyright © Microsoft Corporation. All rights reserved.
- System.Diagnostics.Tools: Copyright © Microsoft Corporation. All rights reserved.

- System.Diagnostics.Tracing: Copyright © Microsoft Corporation. All rights reserved.
- System.Globalization: Copyright © Microsoft Corporation. All rights reserved.
- System.IO: Copyright © Microsoft Corporation. All rights reserved.
- System.IO.Compression: Copyright © Microsoft Corporation. All rights reserved.
- System.Linq: Copyright © Microsoft Corporation. All rights reserved.
- System.Linq.Expressions: Copyright © Microsoft Corporation. All rights reserved.
- System.Net.Http: Copyright © Microsoft Corporation. All rights reserved.
- System.Net.Primitives: Copyright © Microsoft Corporation. All rights reserved.
- System.ObjectModels: Copyright © Microsoft Corporation. All rights reserved.
- System.Reflection: Copyright © Microsoft Corporation. All rights reserved.
- System.Reflection.Extensions: Copyright © Microsoft Corporation. All rights reserved.
- System.Reflection.Primitives: Copyright © Microsoft Corporation. All rights reserved.
- System.Resources.ResourceManager: Copyright © Microsoft Corporation. All rights reserved.
- System.Runtime: Copyright © Microsoft Corporation. All rights reserved.
- System.Runtime.Extensions: Copyright © Microsoft Corporation. All rights reserved.
- System.Runtime.InteropServices: Copyright © Microsoft Corporation. All rights reserved.
- System.Runtime.InteropServices.RuntimeInformationCopyright © Microsoft Corporation. All rights reserved.
- System.Runtime.Numerics: Copyright © Microsoft Corporation. All rights reserved.
- System.Text.Encoding: Copyright © Microsoft Corporation. All rights reserved.

- System.Text.Encoding.Extensions: Copyright © Microsoft Corporation. All rights reserved.
- System.Text.RegularExpressions: Copyright © Microsoft Corporation. All rights reserved.
- System.Threading: Copyright © Microsoft Corporation. All rights reserved.
- System.Threading.Tasks: Copyright © Microsoft Corporation. All rights reserved.
- System.Threading.Timer: Copyright © Microsoft Corporation. All rights reserved.
- System.Xml.ReaderWriter: Copyright © Microsoft Corporation. All rights reserved.
- System.Xml.XDocument: Copyright © Microsoft Corporation. All rights reserved.

30. Microsoft.Data (and other components that use the same license):

- Microsoft.Data.Edm: Copyright © 2018 Microsoft. All rights reserved.
- Microsoft.Data.OData: Copyright © 2018 Microsoft. All rights reserved.
- System.Spatial: Copyright © 2018 Microsoft. All rights reserved.

31. Microsoft.Database.Isam: Copyright © Microsoft. All Rights Reserved.

32. Microsoft.Extensions components (that use the same license):

- Microsoft.Extensions.Configuration: Copyright © Microsoft Corporation
- Microsoft.Extensions.Configuration.Abstractions: Copyright © Microsoft Corporation
- Microsoft.Extensions.Configuration.FileExtensions: Copyright © Microsoft Corporation
- Microsoft.Extensions.Configuration.Json: Copyright © Microsoft Corporation
- Microsoft.Extensions.FileProviders.Abstractions: Copyright © Microsoft Corporation
- Microsoft.Extensions.FileProviders.Physical: Copyright © Microsoft Corporation
- Microsoft.Extensions.Primitives: Copyright © Microsoft Corporation

33. **Microsoft.Extensions.FileSystemGlobbing**: Copyright © .NET Foundation and Contributors

34. **Microsoft.Identity.Client**: Copyright © Microsoft Corporation. All rights reserved.

35. **Microsoft.Owin components (that use the same license)**

    - Microsoft.Owin: Copyright © Microsoft Corporation. All rights reserved.

    - Microsoft.Owin.Host.SystemWeb: Copyright © Microsoft Corporation. All rights reserved.

    - Microsoft.Owin.Security: Copyright © Microsoft Corporation. All rights reserved.

    - Microsoft.Owin.Security.Cookies: Copyright © Microsoft Corporation. All rights reserved.

36. **Microsoft.VisualStudio.SlowCheetah**: Copyright © Microsoft Corporation. All rights reserved.

37. **Microsoft.Web.Infrastructure**: Copyright © Microsoft Corporation

38. **Microsoft.WindowsAzure.ConfigurationManager**: Copyright © Microsoft Corporation

39. **moment timezone**: Copyright © JS Foundation and other contributors

40. **momentJS**: Copyright © JS Foundation and other contributors

41. **Moq**: Copyright © 2007, Clarius Consulting, Manas Technology Solutions, InSTEDD. All rights reserved.

42. **MSTest.TestAdapter**: Copyright © Microsoft Corporation. All rights reserved.

43. **MSTest.TestFramework**: Copyright © Microsoft Corporation. All rights reserved.

44. **NDceRpc**

45. **NETStandard.Library**: Copyright © Microsoft Corporation. All rights reserved.

46. **Newtonsoft.Json**: Copyright © 2007 James Newton-King

47. **Nito.AsyncEx**: Copyright © 2014 StephenCleary

48. **NUnit**: Copyright © 2002-2015 Charlie Poole; Copyright © 2002-2004 James W. Newkirk, Michael C. Two, Alexei A. Vorontsov; Copyright © 2000-2002 Philip A. Craig

49. **OpenHtmlToPdf**: Copyright © 2014 Timo Vilppu

50. Owin: Copyright 2012 Louis DeJardin; Copyright 2012 Chris Ross

51. PDFSharp components (that use the same license):
    - PDFSharp: Copyright © 2005-2014 empira Software GmbH, Troisdorf (Germany)
    - PdfSharp.MigraDoc: Copyright © 2005-2014 empira Software GmbH, Troisdorf (Germany)
    - PDFsharp-MigraDoc-GDI: Copyright © 2005-2014 empira Software GmbH, Troisdorf (Germany)
    - PDFsharp-MigraDoc-gdi: Copyright © 2005-2014 empira Software GmbH, Troisdorf (Germany)

52. protbuf-net: Copyright © 2008 onwards Marc Gravell

53. ReduxJs: Copyright © 2015-present Dan Abramov

54. RequireJS: Copyright © jQuery Foundation and other contributors, https://jquery.org/

55. RequireJS.Text: Copyright © jQuery Foundation and other contributors, https://jquery.org/

56. Respond: Copyright © 2012 Scott Jehl

57. RestSharp: Copyright © 2011, The Outercurve Foundation

58. SQLLite.CodeFirst: Copyright © Marc Sallin

59. System.Buffers (and other System components that use the same license):
    - System Buffers: Copyright © .NET Foundation and Contributors
    - System.Data.SqlClient: Copyright © .NET Foundation and Contributors
    - System.DirectoryServices: Copyright © .NET Foundation and Contributors
    - System.DirectoryServices.AccountManagement: Copyright © .NET Foundation and Contributors
    - System.Memory: Copyright © .NET Foundation and Contributors
    - System.Numerics.Vectors: Copyright © .NET Foundation and Contributors

- System.Runtime.CompilerServices.Unsafe: Copyright © .NET Foundation and Contributors
- System.Threading.Tasks.Extensions: Copyright © .NET Foundation and Contributors
- System.ValueTuple: Copyright © .NET Foundation and Contributors

60. System.Data.SQLite components (that use the same license):

- System.Data.SQLite

- System.Data.SQLite.Core

- System.Data.SQLite.EF6

- System.Data.SQLite.Linq

61. system.management.automation: Copyright © Microsoft Corporation

62. TaskScheduler: Copyright © 2002-2009

63. UnderscoreJS: Copyright © 2009-2021 Jeremy Ashkenas, Julien Gonggrijp, and DocumentCloud and Investigative Reporters & Editors

64. WebGrease: Copyright © Microsoft Corporation

65. WindowsAzure.Storage: Copyright © Microsoft Corporation

66. WiX Toolset: Copyright © .NET Foundation and contributors

67. WpfAnimatedGif: Copyright © 2014. Thomas Levesque

68. WPFCustomMessageBox: Copyright © 2013 Evan Wondrasek / Apricity Software LLC

69. Z.EntityFramework.Extensions

70. Z-Bulk Insert

Open Source and Third Party Component Licenses

The licensing information and license text for Open Source and Third-Party software used in Directory Services Protector 3.6 are included below. Common license agreements are included at the end of this document. Click the **License Agreement** link to view the license text.

AlphaFS

Version: 2.2.6

Copyright © 2008-2018 Peter Palotas, Jeffrey Jangli, Alexandr Normuradov

Licensed under the MIT License

License terms available at:

- License Agreement: MIT

- https://github.com/alphaleonis/AlphaFS/blob/develop/LICENSE.md

Source code available at: https://github.com/alphaleonis/AlphaFS

AlphaVSS

Version: 1.4.0

Copyright © 2008-2017 Peter Palotas

Licensed under the Apache 2.0 License

License terms available at:

- License Agreement: Apache 2.0

- https://licenses.nuget.org/Apache-2.0

Source code available at: https://github.com/alphaleonis/AlphaVSS

AntiXSS

Version: 4.3.0

Copyright © 2009, 2010, 2011 Microsoft Corporation

Licensed under the Microsoft Public License (Ms-PL)

License terms available at:

- License Agreement: Microsoft Public License (MS-PL)

- https://opensource.org/licenses/MS-PL

Source code available at: https://www.nuget.org/packages/AntiXSS/

Antlr

Version: 3.5.0.2

Copyright © 2010 Terence Parr. All rights reserved.

Licensed under the ANTLR 3 License

License terms available below and at: https://www.antlr3.org/license.html

Source code available at: https://www.nuget.org/packages/Antlr/3.5.0.2

ANTLR 3 License

Copyright © 2010 Terence Parr. All rights reserved.

The BSD License

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

- Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

- Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

- Neither the name of the author nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

ANTLR Project - Developer's Certificate of Origin

From ANTLR v3 and StringTemplate onwards, all substantial and/or active contributors must sign and fax or snailmail a copy of the ANTLR contributors certificate of origin formally agree to abide by it by signing on the bottom with the date. An email address and your full name must be included. Mail or fax to:

Terence Parr
University of San Francisco
2130 Fulton St, HR532
San Francisco, CA 94117
Fax: +1 415 422 5800

AvalonEDIT

Version: 6.0.1

Copyright © AvalonEdit Contributors

Licensed under the MIT License

License terms available at:

- License Agreement: MIT

- https://github.com/icsharpcode/AvalonEdit/blob/master/LICENSE

Source code available at: https://github.com/icsharpcode/AvalonEdit/tree/v6.0.1

BackboneJS

Version: 1.2.3

Copyright © 2010-2019 Jeremy Ashkenas, DocumentCloud

Licensed under the MIT License

License terms available at:

- License Agreement: MIT

- https://github.com/jashkenas/backbone/blob/master/LICENSE

Source code available at: http://backbonejs.org/

Castle.Core

Versions: 4.4.0

Copyright © 2004-2021 Castle Project - http://www.castleproject.org/

Licensed under the Apache 2.0 License

License terms available at:

- License Agreement: Apache 2.0

- https://www.apache.org/licenses/LICENSE-2.0

Source code available at: https://github.com/castleproject/Core

ChartJs

Version: 2.9.4

Copyright © 2014-2022 Chart.js Contributors

Licensed under the MIT License

License terms available at:

- License Agreement: MIT

- https://github.com/chartjs/Chart.js/blob/master/LICENSE.md

Source code available at: http://www.chartjs.org/

ComandLineParser

Version: 2.8.0

Copyright © 2005 - 2015 Giacomo Stelluti Scala & Contributors

Licensed under the MIT License.

License terms available at:

- License Agreement: MIT

- https://github.com/commandlineparser/commandline/blob/master/License.md

Source code available at: https://github.com/commandlineparser/commandline

ComponentSpace

Version: 4.3.0

Purchased license from ComponentSpace Pty Ltd

License terms available below and at: https://www.componentspace.com/license-agreement

END USER LICENSE AGREEMENT

IMPORTANT-READ CAREFULLY: This End-User License Agreement ("EULA") is a legal agreement between you (either an individual or a single entity and hereinafter "you" or "your") and ComponentSpace Pty Ltd ("ComponentSpace") for the ComponentSpace software product accompanying this EULA, which includes computer software and may include associated media, printed materials, and online or electronic documentation ("SOFTWARE PRODUCT"). By installing, copying, or otherwise using the SOFTWARE PRODUCT, you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA, do not install, copy, or use the SOFTWARE PRODUCT.

1. GRANT OF LICENSE

Subject to all the terms and conditions in this EULA and in consideration of your payment of applicable license fees, ComponentSpace hereby grants to you, and you accept, a nonexclusive, non-transferable license to install and use the SOFTWARE PRODUCT as authorized in sections 1.1 through 1.5 below.

1.1 EVALUATION OR TRIAL USE LICENSE

If the SOFTWARE PRODUCT you have obtained is marked as a "TRIAL" or "EVALUATION," you may install and use the SOFTWARE PRODUCT, for evaluation purposes only, for a period of 30 calendar days from the date of installation ("EVALUATION PERIOD"). Upon request, ComponentSpace may grant you an extension to the EVALUATION PERIOD. Once the EVALUATION PERIOD has expired, the SOFTWARE PRODUCT must be uninstalled and all copies destroyed. The SOFTWARE PRODUCT must not be used in production systems.

1.2 SINGLE DEVELOPER LICENSE

If you purchase a SINGLE SOFTWARE DEVELOPER license you may install and use a single copy of the SOFTWARE PRODUCT. You may move the SOFTWARE PRODUCT from one computer to another, and the SOFTWARE PRODUCT may be installed on more than one computer at any one time as long as it is only for the sole use of you.

1.3 MULTI-DEVELOPER LICENSE

If you purchase a MULTI-DEVELOPER TEAM license for the SOFTWARE PRODUCT, then the EULA extends to include the number of software developers specified by the license.

1.4 SITE LICENSE

If you purchase a SITE license for the SOFTWARE PRODUCT, then the EULA extends to include all software developers within the purchasing organization and located at the same business address or who from time to time telecommute from home or other locations external to the business address.

1.5 ENTERPRISE LICENSE

If you purchase an ENTERPRISE license for the SOFTWARE PRODUCT, then the EULA extends to include all software developers within the purchasing organization regardless of their location.

2. RIGHTS IN SOFTWARE PRODUCT

You acknowledge that the SOFTWARE PRODUCT and any copies, regardless of the form or media in which the original or copies may exist, are the sole and exclusive property of ComponentSpace. By accepting this EULA, you do not become the owner of the SOFTWARE PRODUCT recorded on the media. You further acknowledge that the SOFTWARE PRODUCT, including the code, logic and structure of the SOFTWARE PRODUCT, contain valuable trade secrets belonging to ComponentSpace. You agree to secure and protect the SOFTWARE PRODUCT consistent with the maintenance of ComponentSpace's rights in the SOFTWARE PRODUCT, as set forth in this EULA.

3. COPYRIGHT

All title and copyrights in and to the SOFTWARE PRODUCT (including but not limited to any images and text incorporated into the SOFTWARE PRODUCT), the accompanying printed materials, and any copies of the SOFTWARE PRODUCT are owned by ComponentSpace. The SOFTWARE PRODUCT is protected by copyright laws and international treaty provisions. Therefore, you must treat the SOFTWARE PRODUCT like any other copyrighted material.

4. CREATING APPLICATIONS

You may use the SOFTWARE PRODUCT for the purpose of developing your own software applications ("APPLICATIONS"), in accordance with the terms of this EULA. You may freely distribute the runtime component only of the SOFTWARE PRODUCT along with your own APPLICATIONS without payment to ComponentSpace, providing the APPLICATIONS: (a) contain only the runtime component of the SOFTWARE PRODUCT; and (b) contain no modifications to the SOFTWARE PRODUCT (including alterations to the original proprietary notices); and (c) do not provide substantially the same functionality as the SOFTWARE PRODUCT or have as one of their purposes to build other software that would compete with the SOFTWARE PRODUCT; and (d) do not reproduce or distribute any portion of the documentation for the SOFTWARE PRODUCT or document the APPLICATIONS in a manner that identifies the programmatic interface to the SOFTWARE PRODUCT; and (e) are subject to a license agreement that (i) limits end-users ("END-USERS") of the APPLICATIONS use of the SOFTWARE PRODUCT to a runtime component, (ii) restricts the END-USERS from changing, altering or modifying the SOFTWARE PRODUCT, creating derivative works, translations, reverse assembling, reverse compiling, disassembling, or in any way reverse engineering the SOFTWARE PRODUCT, and (iii) prevents END-USERS from sublicensing, renting, distributing, leasing or otherwise transferring or assigning any portion of the SOFTWARE PRODUCT other than as specifically permitted in this EULA. Only licensed developers have the right to use the SOFTWARE PRODUCT for developing the APPLICATIONS. Non-licensed developers do not have the right to use the SOFTWARE PRODUCT, or any part thereof, to compile, link, build or package the APPLICATIONS using the SOFTWARE PRODUCT. A license is not required to use the SOFTWARE PRODUCT as part of an automated build system. A license is not required to test the APPLICATIONS.

5. EXAMPLE CODE

Solely with respect to those portions of the SOFTWARE PRODUCT identified as example code ("EXAMPLE CODE"), ComponentSpace grants you the right to use and modify the EXAMPLE CODE for the purposes of designing, developing, and testing your APPLICATIONS.

6. SOURCE CODE

Source code, if included with the SOFTWARE PRODUCT, does not constitute transfer of any legal rights to such code, and resale or distribution of all or any portion of all source code and intellectual property will be prosecuted to the fullest extent of all applicable state,

federal and international laws.

7. REVERSE ENGINEERING

You may use the SOFTWARE PRODUCT solely in its original form, and may not change, alter or modify the SOFTWARE PRODUCT, translate, reverse assemble, reverse compile, disassemble, or in any way reverse engineer the SOFTWARE PRODUCT.

8. PRODUCT UPDATES

If updates to or new versions of the SOFTWARE PRODUCT are made available to and are obtained by you, they will become part of the SOFTWARE PRODUCT and governed by the terms of this EULA.

9. BACKUPS

Copies of the SOFTWARE PRODUCT may be made for archival or backup purposes as long as they contain all the original SOFTWARE PRODUCT proprietary notices.

10. RENTAL

You may not sublicense, rent, distribute, lease or otherwise transfer or assign any or all of your rights in the SOFTWARE PRODUCT.

11. TRANSFER

You may not permanently or temporarily transfer any of your rights under this EULA to any individual or entity without prior written approval from ComponentSpace. Notwithstanding the foregoing, you may assign your rights in the SOFTWARE PRODUCT to any individual or entity that you merge with or into or that acquires substantially all of your assets or stock.

12. TERM

This EULA will be perpetual unless you fail to observe any of its terms, in which case it will terminate immediately and without additional prior notice provided. Upon termination of this EULA, you will destroy the original and all copies, complete or partial, of the SOFTWARE PRODUCT, and will not access such media for the purpose of recovering any of the SOFTWARE PRODUCT.

13. U.S. GOVERNMENT RESTRICTED RIGHTS

The SOFTWARE PRODUCT is provided with RESTRICTED RIGHTS. Use, duplication, or disclosure by the Government is subject to restrictions as set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clause at DFARS 252.227-7013 or subparagraphs (c)(1) and (2) of the Commercial Computer Software-Restricted Rights at 48 CFR 52.227-19, as applicable. The manufacturer is ComponentSpace Pty Ltd, PO Box 420, Robina, QLD 4226, Australia.

14. EXPORT RESTRICTIONS

You agree that you neither intend to nor will, directly or indirectly, export or transmit the SOFTWARE PRODUCT to any country to which such export or transmission is restricted by any applicable U.S. regulation or statute, without the prior written consent, if required, of the Bureau of Export Administration of the U.S. Department of Commerce, or such other governmental entity as may have jurisdiction over such export or transmission.

15. DISCLAIMER OF WARRANTY

The SOFTWARE PRODUCT is provided "AS-IS," without warranty of any kind, and any use of the software product is at your own risk. To the maximum extent permitted by applicable law, ComponentSpace and its suppliers disclaim all warranties and conditions, either express or implied, including, but not limited to, implied warranties and conditions of merchantability, fitness for a particular purpose, title, and non-infringement, with regard to the SOFTWARE PRODUCT.

16. LIMITATION ON LIABILITY

To the maximum extent permitted by applicable law, in no event will either party be liable for any special, incidental, indirect, or consequential damages whatsoever (including, without limitation, damages for loss of business profits, business interruption, loss of business information, or any other pecuniary loss) arising out of the use of or inability to use the SOFTWARE PRODUCT, even if the applicable party has been advised of the possibility of such damages. In no event will either party's liability exceed the price paid to ComponentSpace for the SOFTWARE PRODUCT.

17. INDEMNIFICATION

You hereby agree to indemnify ComponentSpace and its officers, directors, employees, agents, and representatives from each and every demand, claim, loss, liability, or damage of any kind, including actual attorney's fees, whether in tort or contract, that it or any of them may incur by reason of, or arising out of, any claim which is made by any third party with respect to any breach or violation of this EULA by you or any claims based on the SOFTWARE PRODUCT included therein.

18. ENTIRE AGREEMENT

You acknowledge that you have read this license, understand it, and agree to be bound by its terms and conditions. You also agree that this license is the complete and exclusive statement of the agreement between ComponentSpace and you, which supersedes any proposal, prior agreement, or license, oral or written, and any other communications relating to the subject matter of this EULA.

semperis

19. MISCELLANEOUS

If any term of this EULA is found invalid, the term will be modified or omitted to the extent necessary, and the remainder of the EULA will continue in full effect.

20. GOVERNING LAW

This EULA will be governed by the laws in force in the State of Queensland, Australia. All disputes will have exclusive venue in the federal and state courts in Queensland and you consent to the jurisdiction of these courts.

ComponentSpace reserves all rights not expressly granted to you in this EULA.

Costura.Fody

Version: 5.0.2

Copyright © 2012 Simon Cropp and Contributors

Licensed under the MIT License

License terms available at:

- License Agreement: MIT

- https://licenses.nuget.org/MIT

Source code available at: https://www.nuget.org/packages/Costura.Fody/3.3.2

CSVHelper

Version: 12.1.2

Copyright © 2009-2021 Josh Close and Contributors

Dual licensing under the MS-PL and Apache 2.0 licenses

License terms available at:

- License Agreement: Microsoft Public License (MS-PL)

- License Agreement: Apache 2.0

- https://github.com/JoshClose/CsvHelper/blob/master/LICENSE.txt

Source code available at: https://github.com/JoshClose/CsvHelper

DevExpress

Version: 19.1.5

Copyright © 2000-2022 Developer Express Inc.

Purchased license from Developer Express Inc.

License terms available at:

- https://www.devexpress.com/support/eulas/

Components used from Developer Express Inc.:

- DevExpress.Images

- DevExpress.Mvvm

- DevExpress.Wpf.Core

- DevExpress.Wpf.Grid

- DevExpress.Wpf.Grid.Core

- DevExpress.Wpf.Layout

- DevExpress.Wpf.Navigation

- DevExpress.Wpf.Themes.Office2016White

DevExtreme

Version: 21.1.3

Copyright © 2011-2022 Developer Express Inc.

Purchased license from Developer Express Inc.

License terms available below and at:

- https://www.devexpress.com/Support/EULAs/devextreme.xml

End-User License Agreement

DEVELOPER EXPRESS INC
DevExtreme (R)
Copyright (C) 2011-2022 Developer Express Inc.

Last revised October, 2021

END-USER LICENSE AGREEMENT
FOR ALL SOFTWARE DEVELOPMENT PRODUCT(S) INCLUDED IN THIS DISTRIBUTION

IMPORTANT - PLEASE READ THIS END-USER LICENSE AGREEMENT ("AGREEMENT") CAREFULLY BEFORE DOWNLOADING OR USING THE SOFTWARE DEVELOPMENT PRODUCT (S) INCLUDED IN THIS DISTRIBUTION/INSTALLATION.

This Developer Express Inc ("DEVEXPRESS") AGREEMENT constitutes a legally binding agreement between you or the business and/or entity which you represent ("You" or "LICENSEE") and DEVEXPRESS for all DEVEXPRESS products, frameworks, widgets, source code, demos, intermediate files, media, printed materials, and documentation ("SOFTWARE DEVELOPMENT PRODUCT(S)") included in this distribution/installation.

By purchasing, installing, copying, or otherwise using the SOFTWARE DEVELOPMENT PRODUCT(S), you acknowledge that you have read this AGREEMENT and you agree to be bound by its terms and conditions. If you are representing a business and/or entity, you acknowledge that you have the legal authority to bind the business and/or entity you are rep-resenting to all the terms and conditions of this AGREEMENT.

If you do not agree to any of the terms and conditions of this AGREEMENT or if you do not have the legal authority to bind the business and/or entity you are representing to any of the terms and conditions of this AGREEMENT, DO NOT INSTALL, COPY, USE, EVALUATE, OR REPLICATE IN ANY MANNER, ANY PART, FILE OR PORTION OF THE SOFTWARE DEVELOPMENT PRODUCT(S).

All SOFTWARE DEVELOPMENT PRODUCT(S) is licensed, not sold.

1. GRANT OF LICENSE.

Subject to all the terms and conditions of this AGREEMENT, DEVEXPRESS grants LICENSEE a non-exclusive, non-transferable license to install and use the SOFTWARE DEVELOPMENT PRODUCT(S) included in this distribution as authorized in sections 1.1 through 1.5 below:

1.1 INDIVIDUAL USE LICENSE.

If you are an individual, you may install, copy, and use the SOFTWARE DEVELOPMENT PRODUCT(S) by purchasing a 12 month subscription from DEVEXPRESS or its authorized resellers, in accordance with Section 9 of this AGREEMENT.

1.2 BUSINESS AND GOVERNMENT USE LICENSE.

DEVEXPRESS licenses the SOFTWARE DEVELOPMENT PRODUCT(S) on a per-developer basis. If you represent a business and/or government entity, you or your employees may install, copy, and use the SOFTWARE DEVELOPMENT PRODUCT(S) by purchasing a 12 month subscription from DEVEXPRESS or its authorized resellers for each developer using

the SOFTWARE DEVELOPMENT PRODUCT(S), in accordance with Section 9 of this AGREEMENT. The number of licensed developers using the SOFTWARE DEVELOPMENT PRODUCT(S) must equal or be less than the number of seats purchased from DEVEXPRESS or its authorized resellers.

1.3 COMPLIMENTARY USE LICENSE.

If the SOFTWARE DEVELOPMENT PRODUCT(S) you have obtained is marked as "COMPLIMENTARY" or "FREE", you may install, and use the SOFTWARE DEVELOPMENT PRODUCT(S).

DEVEXPRESS reserves the right to discontinue at its discretion and without advance notice, the availability of COMPLIMENTARY or FREE versions of the SOFTWARE DEVELOPMENT PRODUCT(S) or its constituent parts at any time.

1.4 THIRTY (30) DAY EVALUATION (TRIAL) USE LICENSE.

If the SOFTWARE DEVELOPMENT PRODUCT(S) you have obtained is marked as a "TRIAL" or "EVALUATION," you may install one copy of the SOFTWARE DEVELOPMENT PRODUCT(S) for evaluation purposes only, for a period of 30 calendar days from the date of installation ("EVALUATION PERIOD"). Upon expiration of the EVALUATION PERIOD, the SOFTWARE DEVELOPMENT PRODUCT(S) must be uninstalled and all copies destroyed.

You MAY NOT CREATE applications or begin software projects using the SOFTWARE DEVELOPMENT PRODUCT(S) under the terms of the THIRTY (30) DAY EVALUATION (TRIAL) USE LICENSE.

You MAY NOT REDISTRIBUTE files in the SOFTWARE DEVELOPMENT PRODUCT(S) distribution if using an evaluation or trial version of the SOFTWARE DEVELOPMENT PRODUCT (S).

1.5 PRE-RELEASE SOFTWARE.

SOFTWARE DEVELOPMENT PRODUCT(S) marked as PRE-RELEASE (including but not limited to the designation of Alpha, Beta, Community Technology Preview "CTP", or Release Candidate "RC") may contain deficiencies and as such, should not be considered for use or integrated in any mission critical application.

DEVEXPRESS may, at its sole discretion, discontinue availability of the PRE-RELEASE software, limit or modify PRE-RELEASE software functionality, or eliminate SUPPORT SERVICES for the PRE-RELEASE software at any time. For a complete list of PRE-RELEASE software, refer to the following webpage: https://www.devexpress.com/pre-release

2. LIMITATIONS ON REVERSE ENGINEERING, DECOMPILATION, AND DISASSEMBLY.

You may not reverse engineer, decompile, create derivative works or disassemble the SOFTWARE DEVELOPMENT PRODUCT(S). If the SOFTWARE DEVELOPMENT PRODUCT(S) is purchased by you with the intent to reverse engineer, decompile, create derivative works, or the exploitation and unauthorized transfer of any DEVEXPRESS intellectual property and trade secrets, to include any exposed methods or source code where provided, no licensed right of use shall exist and any PRODUCT(s) created as a result shall be judged illegal by definition. Any sale or resale of intellectual property or created derivatives so obtained will be prosecuted to the fullest extent of all local, federal and international law.

3. SEPARATION OF COMPONENTS.

The SOFTWARE DEVELOPMENT PRODUCT(S) is licensed as a single PRODUCT(S). The SOFTWARE DEVELOPMENT PRODUCT(S) and its constituent parts and any provided redistributables may not be reverse engineered, decompiled, disassembled or separated for use on more than one computer, nor placed for distribution, sale, or resale as individual creations by LICENSEE. The provision of source code, if included with the SOFTWARE DEVELOPMENT PRODUCT(S), does not constitute transfer of any legal rights to such code, and resale or distribution of all or any portion of all source code and intellectual property will be prosecuted to the fullest extent of all applicable local, federal and international laws. All DEVEXPRESS libraries, source code, redistributables and other files remain DEVEXPRESS's exclusive property. You may not distribute any files, except those that DEVEXPRESS has expressly designated as REDISTRIBUTABLE(S).

4. RENTAL.

You may not rent, lease, or lend the SOFTWARE DEVELOPMENT PRODUCT(S).

5. TRANSFER.

You may NOT permanently or temporarily transfer ANY of your rights under this AGREEMENT to any individual or business or government entity without prior written approval from DEVEXPRESS. Regardless of any modifications which you make and regardless of how you might compile, link, and/or package your programs, under no circumstances may the libraries, Redistributables, and/or files included in the SOFTWARE DEVELOPMENT PRODUCT(S) (including any portions thereof) be used for developing programs by anyone other than you. Only you as the LICENSEE have the right to use the libraries, redistributables, or other files of the SOFTWARE DEVELOPMENT PRODUCT(S) (or any portions thereof) for developing programs created with the SOFTWARE DEVELOPMENT PRODUCT(S). You may not share copies of the Redistributables with other co-developers. You may not reproduce or distribute any DEVEXPRESS documentation without the permission of DEVEXPRESS.

6. REDISTRIBUTION.

The SOFTWARE DEVELOPMENT PRODUCT(s) may include certain files ("REDISTRIBUTABLE (s)") intended for distribution by you to the users of software applications which you create. Redistributables include, for example, those files identified in printed or on-line documentation as redistributable files or those files preselected for deployment by an install utility provided with the SOFTWARE DEVELOPMENT PRODUCT(S) (if any). In all circumstances, the REDISTRIBUTABLES for the SOFTWARE DEVELOPMENT PRODUCT(S) are only those files specifically designated as such by DEVEXPRESS.

AT NO TIME MAY LICENSEE CREATE ANY TOOL, REDISTRIBUTABLE, OR PRODUCT THAT DIRECTLY OR INDIRECTLY COMPETES WITH THE SOFTWARE DEVELOPMENT PRODUCT(S) BY UTILIZING ALL OR ANY PORTION OF THE DEVEXPRESS SOFTWARE DEVELOPMENT PRODUCT(S).

Distribution by the LICENSEE of any design-time tools (EXE's or DLL's), executables, and source code distributed to LICENSEE by DEVEXPRESS as part of this SOFTWARE DEVELOPMENT PRODUCT(S) and not explicitly identified as a redistributable file is strictly prohibited. The LICENSEE shall not develop software applications that provide an application programming interface to the SOFTWARE DEVELOPMENT PRODUCT(S) or the SOFTWARE DEVELOPMENT PRODUCT(S) as modified.

The LICENSEE may NOT distribute the SOFTWARE DEVELOPMENT PRODUCT(S), in any format, to others for development or application compilation purposes.

If you have purchased a 12 month subscription as described in Section 9 of this AGREEMENT, or have obtained a COMPLIMENTARY USE LICENSE as described in Section 1.3 of this AGREEMENT, you may reproduce and distribute copies of the REDISTRIBUTABLES, provided that such copies are made from the original copy of the REDISTRIBUTABLES included with the SOFTWARE DEVELOPMENT PRODUCT(S) or modified versions of the REDISTRIBUTABLES which are provided to you by DEVEXPRESS or those which you create. Copies of REDISTRIBUTABLES may only be distributed with and for the sole purpose of executing application programs permitted under this AGREEMENT that you have created using the SOFTWARE DEVELOPMENT PRODUCT(S).

The following files in the SOFTWARE DEVELOPMENT PRODUCT(S) distribution are considered REDISTRIBUTABLES under this AGREEMENT. Refer to Section 9 of this AGREEMENT for licensing and subscription terms:

Lib\css*.css
Lib\css\fonts*.*
Lib\css\icons*.*
Lib\js\dx.*.js
Lib\js\aspnet*.js
Lib\js\localization*.js
Lib\js\vectormap-data*.js

Lib\js\vectormap-utils*.js
DevExtreme.AspNet.Core.dll
DevExtreme.AspNet.Mvc.dll

NPM packages:
devextreme
devexpress-diagram
devexpress-gantt
devextreme-themebuilder
@devexpress/dx-*
@devextreme/runtime
@devexpress/utils

NuGet packages:
DevExtreme.Web
ChartJS

Public GitHub repositories:
https://github.com/DevExpress/DevExtreme (excluding the /testing folder)
https://github.com/DevExpress/devextreme-reactive

LICENSEE MAY NOT REDISTRIBUTE any files in the SOFTWARE DEVELOPMENT PRODUCT (S) distribution if using an evaluation, trial, Not for Resale, or demo version of the SOFTWARE DEVELOPMENT PRODUCT(S).

7. COPYRIGHT.

All title and copyrights in and to the SOFTWARE DEVELOPMENT PRODUCT(S) (including but not limited to any DEVEXPRESS trademarks, copywritten images, demos, source code, inter-mediate files, packages, photographs, redistributables, animations, video, audio, music, text, and "applets" incorporated into the SOFTWARE DEVELOPMENT PRODUCT(S) the accompanying printed materials, and any copies of the SOFTWARE DEVELOPMENT PRODUCT(S)) are owned by DEVEXPRESS or its subsidiaries.

The SOFTWARE DEVELOPMENT PRODUCT(S) is protected by copyright laws and inter-national treaty provisions and therefore, you must treat the SOFTWARE DEVELOPMENT PRODUCT(S) like any other copyrighted material except that you may install and use the SOFTWARE DEVELOPMENT PRODUCT(S) as described in this AGREEMENT.

8. OPEN SOURCE LIBRARIES.

The SOFTWARE DEVELOPMENT PRODUCT(S) found in this installation package may include or require certain third-party, open source components or libraries ("THE OPEN SOURCE LIBRARIES").

Where applicable, DEVEXPRESS may include a "NOTICE" file to provide a list of THE OPEN SOURCE LIBRARIES required for certain portions of the documentation, sample source code, and other demo projects.

THE OPEN SOURCE LIBRARIES included in the SOFTWARE DEVELOPMENT PRODUCT(S) are done so pursuant to each individual open source library license and subject to the disclaimers and limitations on liability set forth in each open source library license.

The SOFTWARE DEVELOPMENT PRODUCT(S) may include external installation references for THE OPEN SOURCE LIBRARIES on their respective package management locations. These external locations may include, but are not limited to, NuGet or NPM. Prior to installing THE OPEN SOURCE LIBRARIES, You are responsible for reviewing and agreeing to each associated license agreement accompanying a library, and any other sub-dependency required by that library.

Whether included as part of the SOFTWARE DEVELOPMENT PRODUCT(S) installation package, or referenced as an external dependency or requirement, THE OPEN SOURCE LIBRARIES are provided "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL DEVEXPRESS, THE AUTHORS, OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE OPEN SOURCE LIBRARIES OR THE USE OF OTHER DEALINGS IN THE OPEN SOURCE LIBRARIES.

THE OPEN SOURCE LIBRARIES listed in this section are included in this SOFTWARE DEVELOPMENT PRODUCT(S) installation package.

AngularJS JavaScript Library (Open Source - MIT License)
Copyright (c) Google, Inc.
http://angularjs.org/

ANTLR 3 C# (Open Source – BSD License)
Copyright (c) 2011 The ANTLR Project. All rights reserved.
https://github.com/antlr/antlrcs/blob/master/LICENSE.txt

ASP.NET Core SignalR (Open Source – Apache 2.0)
Copyright (c) .NET Foundation and Contributors
https://github.com/aspnet/SignalR/blob/dev/LICENSE.txt

babel (Open Source – MIT License)
Copyright (c) 2014-present Sebastian McKenzie and other contributors.
https://github.com/babel/babel/blob/main/LICENSE

Bootstrap (Open Source – MIT License)
Copyright (c) 2011-2018 Twitter, Inc. / Copyright (c) 2011-2018 The Bootstrap Authors
https://github.com/twbs/bootstrap/blob/v4-dev/LICENSE

canvg (Open Source – MIT License)
Copyright (c) 2010 - present Gabe Lerner (gabelerner@gmail.com)
https://github.com/canvg/canvg/blob/master/LICENSE

cldr-core
Copyright (c) 1991-2017 Unicode, Inc
http://unicode.org/copyright.html

cldr-dates-full
Copyright (c) 1991-2017 Unicode, Inc
http://unicode.org/copyright.html

cldrjs JavaScript Library (Open Source - MIT License)
Copyright (c) Rafael Xavier de Souza
http://rafael.xavier.blog.br
https://github.com/rxaviers/cldrjs/blob/master/LICENSE

cldr-numbers-full
Copyright (c) 1991-2017 Unicode, Inc
http://unicode.org/copyright.html

DevExtreme Data Layer Extension for ASP.NET (Open Source - MIT License)
Copyright (c) Developer Express Inc.
https://github.com/DevExpress/DevExtreme.AspNet.Data

Globalize JavaScript Library (Open Source - MIT License)
Copyright (c) jQuery Foundation and other contributors
http://jquery.org/license

Highlight.js (Open Source – BSD License)
Copyright (c) 2006, Ivan Sagalaev. All rights reserved.
https://github.com/isagalaev/highlight.js/blob/master/LICENSE

inferno (Open Source – MIT License)
Copyright (c) 2015-2021 Dominic Gannaway
https://github.com/infernojs/inferno/blob/master/LICENSE.md

jQuery JavaScript Library (Open Source - MIT License)
Copyright (c) jQuery Foundation and other contributors
http://jquery.com/

JS Beautifier (Open Source – MIT License)
Copyright (c) 2007-2017 Einar Lielmanis, Liam Newman, and contributors.
https://github.com/beautify-web/js-beautify/blob/master/LICENSE

semperis

Json.NET (Open Source – MIT License)
Copyright (c) 2007 James Newton-King
https://github.com/JamesNK/Newtonsoft.Json/blob/master/LICENSE.md

JSZip JavaScript Library (Open Source - MIT License)
Copyright (c) Stuart Knightley, David Duponchel, Franz Buchinger, António Afonso
https://stuk.github.io/jszip/

Knockout JavaScript Library (Open Source - MIT License)
Copyright (c) Knockoutjs.com
http://knockoutjs.com/
http://opensource.org/licenses/mit-license.php

Less.js (Open Source – Apache 2.0)
Copyright (c) 2009-2017 Alexis Sellier and The Core Less Team
https://github.com/less/less.js/blob/master/LICENSE

MPF for Projects (Open Source – MS-PL)
Copyright (c) Microsoft Corporation. All rights reserved.
https://github.com/tunnelvisionlabs/MPFProj10/blob/master/LICENSE.txt

NuGet2 (Open Source – Apache 2.0)
Copyright 2010-2014 Outercurve Foundation
https://github.com/NuGet/NuGet2/blob/2.13/LICENSE.txt

OData Explorer (Open Source – MS-PL)
https://bitbucket.org/cadieu/odataexplorer/raw/tip/License.txt

PlistCS (Open Source)
Copyright (c) 2011 Animetrics Inc. (marc@animetrics.com)
https://github.com/animetrics/PlistCS/blob/master/PlistCS/Src/

Roboto Font (Open Source – Apache 2.0)
https://github.com/google/roboto/blob/master/LICENSE

rrule (Open Source - BSD-3-Clause License)
Copyright 2010, Jakub Roztocil (jakub@roztocil.name) and Lars Schöning
https://github.com/jakubroztocil/rrule/blob/master/LICENCE

tslib (Open Source – BSD Zero Clause License)
https://github.com/microsoft/tslib/blob/master/LICENSE.txt

underscore (Open Source – MIT License)
Copyright (c) 2009-2017 Jeremy Ashkenas, DocumentCloud and Investigative Reporters and Editors
https://github.com/jashkenas/underscore/blob/master/LICENSE

9. TWELVE (12) MONTH SUBSCRIPTION AND UPDATES.

DEVEXPRESS licenses the SOFTWARE DEVELOPMENT PRODUCT(S) on a subscription basis. A subscription lasts for a 12 month period from the date of purchase. LICENSEE will be eligible to receive all major and minor updates for the SOFTWARE DEVELOPMENT PRODUCT (S) during this 12 month period. Upon expiration of a subscription (12 months, plus 1 day after original purchase date), LICENSEE can optionally renew the SOFTWARE DEVELOPMENT PRODUCT(S) subscription for an additional 12 month period (and each subsequent year thereafter) in order to continue receiving major and minor updates of the SOFTWARE DEVELOPMENT PRODUCT(S) from DEVEXPRESS.

If the SOFTWARE DEVELOPMENT PRODUCT(S) is labeled as an update, you must be properly licensed to obtain the updated SOFTWARE DEVELOPMENT PRODUCT(S). A SOFTWARE DEVELOPMENT PRODUCT(S) labeled as an update replaces and/or supplements the SOFTWARE DEVELOPMENT PRODUCT(S) that formed the basis for your eligibility for the update, and together constitutes a single PRODUCT(S). You may only use the updated PRODUCT(S) in accordance with all the terms of this AGREEMENT.

Pricing for the 12 month SOFTWARE DEVELOPMENT PRODUCT(S) subscription and any subsequent renewal of the subscription are listed on devexpress.com and subject to change with or without notice.

REDISTRIBUTABLES referenced in this AGREEMENT are dependent upon the type of 12 month subscription purchased from DEVEXPRESS.

DEVEXPRESS reserves the right to discontinue the SOFTWARE DEVELOPMENT PRODUCT(S) or its constituents, at any time.

10. DOWNLOAD of SOFTWARE DEVELOPMENT PRODUCT(S).

The SOFTWARE DEVELOPMENT PRODUCT(S) will be made available for download from DevExpress.com exclusively.

11. EXPORT RESTRICTIONS.

DEVEXPRESS expressly complies with all export restrictions imposed by the government of the United States of America. You, as LICENSEE, must agree not to export or re-export the SOFTWARE DEVELOPMENT PRODUCT(S) within any created application to any country, person, entity or end user subject to U.S.A. export restrictions. Restricted countries currently include, but are not necessarily limited to Cuba, Iran, North Korea, Sudan, Syria, and Venezuela. You warrant and represent that neither the U.S.A. Bureau of Export Administration nor any other federal agency has suspended, revoked or denied your export privileges.

12. DISCLAIMER OF WARRANTY.

DEVEXPRESS expressly disclaims any warranty for the SOFTWARE DEVELOPMENT PRODUCT(S). THE SOFTWARE DEVELOPMENT PRODUCT(S) AND ANY RELATED DOCUMENTATION IS PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. DEVEXPRESS DOES NOT WARRANT, GUARANTEE, OR MAKE ANY REPRESENTATIONS REGARDING THE USE, OR THE RESULTS OF THE USE, OF THE SOFTWARE DEVELOPMENT PRODUCT(S) IN TERMS OF CORRECTNESS, ACCURACY, RELIABILITY, OR OTHERWISE. THE ENTIRE RISK ARISING OUT OF USE OR PERFORMANCE OF THE SOFTWARE DEVELOPMENT PRODUCT(S) REMAINS WITH YOU. No oral or written information or advice given by DEVEXPRESS or its employees shall create a warranty or in any way increase the scope of this warranty.

13. LIMITATIONS ON LIABILITY.

To the maximum extent permitted by applicable law, in no event shall DEVEXPRESS be liable for any special, incidental, indirect, or consequential damages whatsoever (including, without limitation, damages for loss of business profits, business interruption, loss of business information, or any other pecuniary loss) arising out of the use of or inability to use the SOFTWARE DEVELOPMENT PRODUCT(S) or the provision of or failure to provide SUPPORT SERVICES, even if DEVEXPRESS has been advised of the possibility of such damages.

LICENSEE understands that the SOFTWARE DEVELOPMENT PRODUCT(S) may produce inaccurate results because of a failure or fault within the SOFTWARE DEVELOPMENT PRODUCT(S) or failure by LICENSEE to properly use and or deploy the SOFTWARE DEVELOPMENT PRODUCT(S). LICENSEE assumes full and sole responsibility for any use of the SOFTWARE DEVELOPMENT PRODUCT(S), and bears the entire risk for failures or faults within the SOFTWARE DEVELOPMENT PRODUCT(S). You agree that regardless of the cause of failure or fault or the form of any claim, YOUR SOLE REMEDY AND DEVEXPRESS'S SOLE OBLIGATION SHALL BE GOVERNED BY THIS AGREEMENT AND IN NO EVENT SHALL DEVEXPRESS'S LIABILITY EXCEED THE PRICE PAID TO DEVEXPRESS FOR THE SOFTWARE DEVELOPMENT PRODUCT(S). This Limited Warranty is void if failure of the SOFTWARE DEVELOPMENT PRODUCT(S) has resulted from accident, abuse, alteration, unauthorized use or misapplication of the SOFTWARE DEVELOPMENT PRODUCT(S).

14. INDEMNIFICATION.

You hereby agree to indemnify DEVEXPRESS and its officers, directors, employees, agents, and representatives from each and every demand, claim, loss, liability, or damage of any kind, including actual attorney's fees, whether in tort or contract, that it or any of them may incur by reason of, or arising out of, any claim which is made by any third party with respect

to any breach or violation of this AGREEMENT by you or any claims based on the Applications and the SOFTWARE DEVELOPMENT PRODUCT(S) included herein, including without limitation any claims asserted by your end user customers.

15. U.S. GOVERNMENT RESTRICTED RIGHTS.

For SOFTWARE DEVELOPMENT PRODUCT(S) purchased, installed, copied or otherwise used on behalf of any United States Government agency or department ("US GOVT"), US GOVT agrees that the SOFTWARE DEVELOPMENT PRODUCT(S) are acquired with restricted rights according to the following:

For the Department of Defense: The SOFTWARE DEVELOPMENT PRODUCT(S) is "Commercial Computer Software" as defined in Clause 252.227-7013(c)(1) of the DFARS.

For all agencies or departments: US GOVT rights in the SOFTWARE DEVELOPMENT PRODUCT(S) is defined in Clause 52.227-19(c)(2) of the FAR.

The manufacturer of the SOFTWARE DEVELOPMENT PRODUCT(S) is: Developer Express, Inc., 505 N. Brand Blvd Suite 1450 Glendale, CA 91203.

16. SUPPORT SERVICES.

DEVEXPRESS may provide you with support services related to the SOFTWARE DEVELOPMENT PRODUCT(S) ("SUPPORT SERVICES"). Use of SUPPORT SERVICES is governed by DEVEXPRESS policies and programs described in the user manual, in "on line" documentation and/or other DEVEXPRESS provided materials. DEVEXPRESS may restrict or otherwise discontinue SUPPORT SERVICES provided to you if your use of SUPPORT SERVICES is deemed by DEVEXPRESS, in its sole and reasonable discretion, to be excessive and beyond the scope of fair use.

Any supplemental SOFTWARE DEVELOPMENT PRODUCT(S) provided to you as part of the SUPPORT SERVICES shall be considered part of the SOFTWARE DEVELOPMENT PRODUCT (S) and subject to the terms and conditions of this AGREEMENT. With respect to technical information you provide to DEVEXPRESS as part of the SUPPORT SERVICES, DEVEXPRESS may use such information for its business purposes, including for SOFTWARE DEVELOPMENT PRODUCT(S) support and development.

If the SOFTWARE DEVELOPMENT PRODUCT(S) you have obtained is marked as "COMPLIMENTARY" or "FREE", DEVEXPRESS shall restrict the availability of SUPPORT SERVICES, and may discontinue such applicable SUPPORT SERVICES at its sole discretion and without advance notice.

17. TERMINATION.

Without prejudice to any other rights or remedies, DEVEXPRESS will terminate this AGREEMENT upon your failure to comply with all the terms and conditions of this AGREEMENT. In such events, LICENSEE must destroy all copies of the SOFTWARE

DEVELOPMENT PRODUCT(S) and all of its component parts including any related documentation, and must remove ANY and ALL use of DEVEXPRESS intellectual property from any applications distributed by LICENSEE, whether in native, altered or compiled states.

18. TAX.

DEVEXPRESS may be required by local, state, or national government laws, to collect sales or use tax from you. If DEVEXPRESS is not legally required to collect any applicable taxes at the time of purchase, you should confirm that your local, state, or national government does not impose any sales or use tax on electronically delivered software. You are entirely liable for any such sales or use tax.

19. PERSONAL DATA.

All Information DEVEXPRESS collects from you is stored and maintained on servers utilizing reasonable and appropriate data security safeguards. DEVEXPRESS does not lend, lease, sell, or market information it obtains from its customers or those who provide us personally identifiable information. DEVEXPRESS does not disclose purchase information or licensing information to third parties.

DEVEXPRESS collects personally identifiable information whenever you purchase/license a DEVEXPRESS product or service. Information includes Name, Address, Phone Number, Email address, Payment Information, Product Purchases, Licenses Owned, Employee/Contact Details, etc. The information we collect allows DEVEXPRESS to communicate with you regarding upcoming product updates, new product releases, company news and other important business matters.

DEVEXPRESS does not wish to receive, act to procure, nor desire to solicit, confidential or proprietary materials and information from you through the use of the SOFTWARE DEVELOPMENT PRODUCT(S) or SUPPORT SERVICES. Any and all materials, attachments, or information submitted by you as part of error submissions, or divulged during chats, online discussions, Support Center submissions, or made available to DEVEXPRESS in any manner will be deemed NOT to be confidential by DEVEXPRESS. You acknowledge that submissions to DEVEXPRESS will not be considered confidential or proprietary and that DEVEXPRESS will be under no obligation to keep such information confidential.

Your election to use the SOFTWARE DEVELOPMENT PRODUCT(S) indicates your acceptance of the terms of this AGREEMENT. You are responsible for maintaining confidentiality of your username, password and other sensitive information. You are responsible for all activities that occur in your user account and in case of any unauthorized activity on your account, you agree to inform DEVEXPRESS immediately by any method listed on the DEVEXPRESS website's Contacts page. DEVEXPRESS is not responsible for any loss or damage to you or to any third party incurred as a result of any unauthorized access and/or use of your user account, or otherwise.

DEVEXPRESS may disclose or report Confidential Information in limited circumstances where it believes in good faith that disclosure is required under the law. For example, DEVEXPRESS may be required to disclose Confidential Information to cooperate with regulators or law enforcement authorities, to comply with a legal process such as a court order, subpoena, search warrant, or a law enforcement request. Additionally, if the ownership of all or substantially all of our business changes or we otherwise transfer assets relating to our business or the SOFTWARE DEVELOPMENT PRODUCT(S) to a third party, such as by merger, acquisition, bankruptcy proceeding or otherwise, we may transfer or sell your personal information to the new owner. In such a case, unless permitted otherwise by applicable law, your information would remain subject to the promises made in the applicable privacy policy unless you agree differently.

DEVEXPRESS's use of personal data is governed by the terms set forth in our comprehensive Privacy Policy:
https://www.devexpress.com/aboutus/privacy-policy.xml

19.1 CUSTOMER EXPERIENCE PROGRAM.

When you optionally join the Customer Experience Program, your computer or device automatically transmits information to DEVEXPRESS about the usage of the SOFTWARE DEVELOPMENT PRODUCT(S). This information is used to address issues within DEVEXPRESS products and improve quality/usability.

Opt in/Opt out

The Customer Experience Program is strictly optional and you can opt in or opt out of the program at any time by executing the DEVEXPRESS installer and making the appropriate selection within the installation program.

Privacy

The Customer Experience Program does not transmit personally identifiable information such as your name, address or phone number.

What we collect

The Customer Experience Program only collects information related to DEVEXPRESS controls and libraries. This information includes usage of DEVEXPRESS controls at design time within Visual Studio and usage of DEVEXPRESS demos. DEVEXPRESS CodeRush collects project type and file type information when you edit code in Visual Studio. No information is collected from applications/demos you create.

20. MISCELLANEOUS.

Where applicable, as part of the SOFTWARE DEVELOPMENT PRODUCT(S) installation, DEVEXPRESS may include and/or require the use of certain redistributable libraries made available in binary form by Microsoft under the terms and conditions of the following license

agreements: .NET Library License (https://www.microsoft.com/net/dotnet_library_license.htm), and ASP.NET MVC 3 Tools Software License (https://www.-microsoft.com/web/webpi/eula/aspnetmvc3update-eula.htm).

This AGREEMENT shall be construed, interpreted and governed by the laws of the State of Nevada, U.S.A. This AGREEMENT gives you specific legal rights; you may have others that vary from state to state and from country to country.

This AGREEMENT may only be modified in writing signed by you and an authorized officer of Developer Express Inc. If any provision of this AGREEMENT is found void or unenforceable, the remainder will remain valid and enforceable according to its terms. If any remedy provided is determined to have failed for its essential purpose, all limitations of liability and exclusions of damages set forth in the Limited Warranty shall remain in effect.

DEVEXPRESS reserves all rights not specifically granted in this AGREEMENT.

Should you have any questions concerning this AGREEMENT, contact us directly in the United States at +1 (818) 844 3383, or write: Developer Express Inc. Legal department / 505 N. Brand Blvd Suite 1450, Glendale CA 91203.

All trademarks and registered trademarks are property of their respective owners.

diff-match-patch

Version: N/A

Copyright 2018 The diff-match-patch Authors: Google Inc.; Duncan Cross <duncan.cross@gmail.com> (Lua port); Jan Weiß <jan@geheimwerk.de> (Objective C port); Matthaeus G. Chajdas <anteru@developer.shelter13.net> (C# port); Mike Slemmer <mikeslemmer@gmail.com> (C++ port)

Licensed under the Apache 2.0 License

License terms available at:

- License Agreement: Apache 2.0

- https://github.com/google/diff-match-patch/blob/master/LICENSE

Source code available at: https://github.com/google/diff-match-patch

DiscUtils

Version: 0.11.0.2

Copyright © 2008-2011, Kenneth Bell

Copyright © 2014, Quamotion

Licensed under the MIT License

License terms available at:

- License Agreement: MIT

- https://github.com/DiscUtils/DiscUtils/blob/master/LICENSE.txt

Source code available at: https://archive.codeplex.com/?p=discutils

DotNetZip

Version: 1.15.0

Copyright © 2006 – 2011, Dino Chiesa; Copyright ©2006, 2007, 2008, 2009 Dino Chiesa and Microsoft Corporation; and with regards to specific parts: Copyright © 2000,2001,2002,2003 ymnk, JCraft, Inc.; Copyright © 1995-2004 Jean-loup Gailly and Mark Adler; Copyright 2002-2014 The Apache Software Foundation

Licensed under the Microsoft Public (MS-PL), BSD, Apache, and zlib licenses.

Source code available at: https://www.nuget.org/packages/DotNetZip/.

License terms available below and at: https://raw.-githubusercontent.com/haf/DotNetZip.Semverd/master/LICENSE.

Software Licenses that apply to the DotNetZip library and tools:

As DotNetZip includes work derived from other projects, you are required to comply with the terms and conditions for each of them. These licenses include BSD, Apache, and zlib.

To use the software, you must accept the licenses. If you do not accept the licenses, do not use the software.

Original intellectual property in DotNetZip is provided under the MS-PL:

Copyright © 2006 - 2011 Dino Chiesa

Copyright © 2006, 2007, 2008, 2009 Dino Chiesa and Microsoft Corporation.

Microsoft Public License (MS-PL)

This license governs use of the accompanying software. If you use the software, you accept this license. If you do not accept the license, do not use the software.

1. Definitions

    The terms "reproduce," "reproduction," "derivative works," and "distribution" have the same meaning here as under U.S. copyright law.

    A "contribution" is the original software, or any additions or changes to the software. A "contributor" is any person that distributes its contribution under this license.

    "Licensed patents" are a contributor's patent claims that read directly on its contribution.

2. Grant of Rights

    (A) Copyright Grant- Subject to the terms of this license, including the license conditions and limitations in section 3, each contributor grants you a non-exclusive, worldwide, royalty-free copyright license to reproduce its contribution, prepare derivative works of its contribution, and distribute its contribution or any derivative works that you create.

    (B) Patent Grant- Subject to the terms of this license, including the license conditions and limitations in section 3, each contributor grants you a non-exclusive, worldwide, royalty-free license under its licensed patents to make, have made, use, sell, offer for sale, import, and/or otherwise dispose of its contribution in the software or derivative works of the contribution in the software.

3. Conditions and Limitations

    (A) No Trademark License- This license does not grant you rights to use any contributors' name, logo, or trademarks.

    (B) If you bring a patent claim against any contributor over patents that you claim are infringed by the software, your patent license from such contributor to the software ends automatically.

    (C) If you distribute any portion of the software, you must retain all copyright, patent, trademark, and attribution notices that are present in the software.

    (D) If you distribute any portion of the software in source code form, you may do so only under this license by including a complete copy of this license with your distribution. If you distribute any portion of the software in compiled or object code form, you may only do so under a license that complies with this license.

(E) The software is licensed "as-is." You bear the risk of using it. The contributors give no express warranties, guarantees or conditions. You may have additional consumer rights under your local laws which this license cannot change. To the extent permitted under your local laws, the contributors exclude the implied warranties of merchantability, fitness for a particular purpose and non-infringement.

The managed ZLIB code included in Ionic.Zlib.dll and Ionic.Zip.dll is derived from jzlib.

jzlib (https://github.com/ymnk/jzlib) is provided under a BSD-style (3 clause)

Copyright © 2000,2001,2002,2003 ymnk, JCraft, Inc.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

- Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

- Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

- The names of the authors may not be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED ``AS IS'' AND ANY EXPRESSED OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL JCRAFT, INC. OR ANY CONTRIBUTORS TO THIS SOFTWARE BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

The jzlib library, itself, is a re-implementation of ZLIB v1.1.3 in pure Java.

zlib is provided under the zlib license:

Copyright © 1995-2004 Jean-loup Gailly and Mark Adler

The ZLIB software is provided 'as-is', without any express or implied warranty. In no event will the authors be held liable for any damages arising from the use of this software.

Permission is granted to anyone to use this software for any purpose, including commercial applications, and to alter it and redistribute it freely, subject to the following restrictions:

- The origin of this software must not be misrepresented; you must not claim that you wrote the original software. If you use this software in a product, an acknowledgment in the product documentation would be appreciated but is not required.

- Altered source versions must be plainly marked as such, and must not be misrepresented as being the original software.

- This notice may not be removed or altered from any source distribution.

Jean-loup Gailly: jloup@gzip.org

Mark Adler: madler@alumni.caltech.edu

The managed BZIP2 code included in Ionic.BZip2.dll and Ionic.Zip.dll is modified code, based on Java code in the Apache commons compress library.

Apache Commons Compress (http://commons.apache.org/proper/commons-compress/) is provided under the Apache 2 license:

Apache Commons Compress

Copyright 2002-2014 The Apache Software Foundation

Licensed to the Apache Software Foundation (ASF) under one or more contributor license agreements. See the NOTICE file distributed with this work for additional information regarding copyright ownership. The ASF licenses this file to you under the Apache License, Version 2.0 (the "License"); you may not use this file except in compliance with the License. You may obtain a copy of the License at: http://www.apache.org/licenses/LICENSE-2.0

Unless required by applicable law or agreed to in writing, software distributed under the License is distributed on an "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied. See the License for the specific language governing permissions and limitations under the License.

Many thanks to Julian Seward for the original C implementation of BZip2 (http://www.bzip.org/).

The managed Deflate64 code included Ionic.Zip.dll is modified code, based on C# code in the .NET Core Libraries (CoreFX) (System.IO.Compression/DeflateManaged).

Code is provided under The MIT License:

Copyright © .NET Foundation and Contributors All rights reserved.

The MIT License

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

DSInternals components

Copyright © 2015-2021 Michael Grafnetter. All rights reserved.

Licensed under the MIT License

License terms available at:

- License Agreement: MIT

- https://github.com/MichaelGrafnetter/DSInternals/blob/master/LICENSE.md.

Source code available at:

- DSInternals; Version 3.2.0: https://github.com/MichaelGrafnetter/DSInternals.

- DSInternals.Common; Version 3.2.0: https://www.nuget.org/packages/DSInternals.Common/

- DSInternals.Replication; Version 3.2.0: https://www.nuget.org/packages/DSInternals.Replication/

EntityFramework

Version: 6.2.0

Copyright © Microsoft Open Technologies

Licensed under the Microsoft .NET Library license

License terms available at:

- License Agreement: Microsoft .NET Library

- https://www.microsoft.com/web/webpi/eula/net_library_eula_enu.htm

Source code available at: https://www.nuget.org/packages/EntityFramework/6.2.0

EntityFramework.Extended

Version: 6.1.0.168

Copyright © 2012, LoreSoft. All rights reserved.

Licensed under the BSD-3-Clause "New" or "Revised" License

License terms available at:

- License Agreement: BSD 3-Clause

- https://github.com/zzzprojects/EntityFramework.Extended/blob/master/License.txt

Source code available at: https://github.com/zzzprojects/EntityFramework.Extended

Fody

Version: 6.3.0

Copyright © 2012 Simon Cropp and Contributors

Licensed under the MIT License

License terms available at:

- License Agreement: MIT

- https://github.com/Fody/Fody/blob/master/License.txt

Source code available at: https://github.com/Fody/Fody

IIS.Microsoft.Web.Administration

Version: 8.5.9600.16384

Copyright © .NET Foundation and Contributors. All rights reserved.

Licensed under the Apache 2.0 License

License terms available at:

- License Agreement: Apache 2.0

- http://www.apache.org/licenses/LICENSE-2.0

Source code available at: https://raw.-
githubusercontent.com/aspnet/AspNetCore/2.0.0/LICENSE.txt

Irony

Version: 0.9.1

Copyright © 2019 Irony Project (https://github.com/IronyProject)

Licensed under the MIT License

License terms available at:

- License Agreement: MIT

- https://github.com/IronyProject/Irony/blob/master/LICENSE

Source code available at: https://github.com/IronyProject/Irony

JQuery

Version: 3.4.1

Copyright © 2022 OpenJS Foundation and jQuery contributors

Licensed under the MIT License

License terms available below and at: https://jquery.org/license/

Source code available at: http://jquery.com/

Note: For the purposes of this document, the term "Project" will refer to any JS Foundation project using the MIT license AND referencing this document in the header of the distributed Project code or Project website source code.

Source Code

Projects referencing this document are released under the terms of the MIT License.

The MIT License is simple and easy to understand and it places almost no restrictions on what you can do with the Project.

Sample Code

You are free to use the Project in any other project (even commercial projects) as long as the copyright header is left intact.

All demos and examples, whether in a Project's repository or displayed on a Project site, are released under the terms of the license as specified in the relevant repository. Many Projects choose to release their sample code under the terms of CC0.

CC0 is even more permissive than the MIT license, allowing you to use the code in any manner you want, without any copyright headers, notices, or other attribution.

Web Sites

The content on a Project web site referencing this document in its header is released under the terms of the license specified in the website's repository or if not specified, under the MIT license.

The design, layout, and look-and-feel of JS Foundation project web sites are not licensed for use and may not be used on any site, personal or commercial, without prior written consent from the JS Foundation.

For further information regarding JS Foundation licensing and intellectual property, please review the JS Foundation IP Policy.

JsonSubTypes

Version: 1.2.0

Copyright © 2017 Emmanuel Counasse

Licensed under the MIT License

License terms available at:

- License Agreement: MIT

- https://opensource.org/licenses/MIT

Source code available at: https://github.com/manuc66/JsonSubTypes

LINQKit

Version: 1.1.15

Copyright © 2007-2019 Joseph Albahari, Tomas Petricek, Scott Smith

Licensed under the MIT License

License terms available at:

- License Agreement: MIT

- https://github.com/scottksmith95/LINQKit/blob/master/LICENSE

Source code available at: https://github.com/scottksmith95/LINQKit

log4net

Version: 2.0.8

Copyright © 2004-2021 Apache Software Foundation. All Rights Reserved.

Licensed under the Apache 2.0 License

License terms available at:

- License Agreement: Apache 2.0

- http://www.apache.org/licenses/LICENSE-2.0

Source code available at: https://www.nuget.org/packages/log4net/2.0.8

ManagedEsent

Version: 1.9.4

Copyright © Microsoft. All Rights Reserved.

Licensed under the MS-PL License

License terms available at:

- License Agreement: Microsoft Public License (MS-PL)

- https://opensource.org/licenses/MS-PL

Source code available at: https://www.nuget.org/packages/ManagedEsent/1.9.4

Microsoft.AspNet components (and other components that use the same license)

Copyright © Microsoft Corporation. All rights reserved.

Licensed under the MS .NET Library License

License terms available at:

- License Agreement: Microsoft .NET Library

- https://www.microsoft.com/web/webpi/eula/net_library_eula_ENU.htm

- https://dotnet.microsoft.com/en-us/dotnet_library_license.htm

Source code available at:

- Microsoft.AspNet.Mvc; Version 5.2.7: https://www.nu-get.org/packages/Microsoft.AspNet.Mvc/
- Microsoft.AspNet.Mvc.FixedDisplayModes; Version 5.0.0: https://www.nu-get.org/packages/Microsoft.AspNet.Mvc.FixedDisplayModes/
- Microsoft.AspNet.Razor; Version 3.2.7: https://www.nu-get.org/packages/Microsoft.AspNet.Razor/3.2.7
- Microsoft.AspNet.Web.Optimization; Version 1.1.3: https://www.nu-get.org/packages/Microsoft.AspNet.Web.Optimization/1.1.3

- Microsoft.AspNet.WebApi; Version 5.2.7: https://www.nu-get.org/packages/Microsoft.AspNet.WebApi/5.2.7

- Microsoft.AspNet.WebApi.Client; Version 5.2.7: https://www.nu-get.org/packages/Microsoft.AspNet.WebApi.Client/5.2.7

- Microsoft.AspNet.WebApi.Core; Version 5.2.7: https://www.nu-get.org/packages/Microsoft.AspNet.WebApi.Core/5.2.7

- Microsoft.AspNet.WebApi.WebHost; Version 5.2.7: https://www.nu-get.org/packages/Microsoft.AspNet.WebApi.WebHost/5.2.7

- Microsoft.AspNet.WebPages; Version 3.2.7: https://www.nu-get.org/packages/Microsoft.AspNet.WebPages/3.2.7

- Microsoft.Bcl; Version 1.1.10: https://www.nuget.org/packages/Microsoft.Bcl/

- Microsoft.Bcl.Async; Version 1.0.168: https://www.nu-get.org/packages/Microsoft.Bcl.Async/

- Microsoft.Bcl.Build; Version 1.0.21: https://www.nu-get.org/packages/Microsoft.Bcl.Build/

- Microsoft.Diagnostics.Tracing.EventRegister; Version 1.1.28: https://www.nu-get.org/packages/Microsoft.Diagnostics.Tracing.EventRegister/

- Microsoft.Diagnostic.Tracing.EventSource; Version 1.1.28: https://www.nu-get.org/packages/Microsoft.Diagnostics.Tracing.EventSource/

- Microsoft.Diagnostic.Tracing.EventSource.Redist; Version 1.1.28: https://www.nu-get.org/packages/Microsoft.Diagnostics.Tracing.EventSource.Redist/1.1.28

- Microsoft.Net.Http; Version 2.2.29: https://www.nu-get.org/packages/Microsoft.Net.Http/2.2.29

- Microsoft.NETCore.Platforms; Version 1.1.0: https://www.nu-get.org/packages/Microsoft.NETCore.Platforms/1.1.0

- System.Collections; Version 4.3.0: https://www.nu-get.org/packages/System.Collections/

- System.Collections.Concurrent; Version 4.3.0: https://www.nu-get.org/packages/System.Collections.Concurrent/

- System.Data.Common; Version 4.3.0: https://www.nu-get.org/packages/System.Data.Common/

- System.Diagnostics.Debug; Version 4.3.0: https://www.nu-get.org/packages/System.Diagnostics.Debug/

- System.Diagnostics.Tools; Version 4.3.0: https://www.nu-get.org/packages/System.Diagnostics.Tools/4.3.0

- System.Diagnostics.Tracing; Version 4.3.0: https://www.nu-get.org/packages/System.Diagnostics.Tracing/

- System.Globalization; Version 4.3.0: https://www.nu-get.org/packages/System.Globalization/4.3.0

- System.IO; Version 4.3.0: https://www.nuget.org/packages/System.IO/4.3.0

- System.IO.Compression; Version 4.3.0: https://www.nu-get.org/packages/System.IO.Compression.ZipFile/4.3.0

- System.Linq; Version 4.3.0: https://www.nuget.org/packages/System.Linq/4.3.0

- System.Linq.Expressions; Version 4.3.0: https://www.nu-get.org/packages/System.Linq.Expressions/4.3.0

- System.Net.Http; Version 4.3.0: https://www.nu-get.org/packages/System.Net.Http/4.3.0

- System.Net.Primitives; Version 4.3.0: https://www.nu-get.org/packages/System.Net.Primitives/4.3.0

- System.ObjectModel; Version 4.3.0: https://www.nu-get.org/packages/system.objectmodel/4.3.0

- System.Reflection; Version 4.3.0: https://www.nu-get.org/packages/System.Reflection/4.3.0

- System.Reflection.Extensions; Version 4.3.0: https://www.nu-get.org/packages/System.Reflection.Extensions/4.3.0

- System.Reflection.Primitives; Version 4.3.0: https://www.nu-get.org/packages/runtime.any.System.Reflection.Primitives/4.3.0

- System.Resources.ResourceManager; Version 4.3.0: https://www.nu-get.org/packages/System.Resources.ResourceManager/4.3.0

- System.Runtime; Version 4.3.0: https://www.nu-get.org/packages/System.Runtime/4.3.0

- System.Runtime.Extensions; Version 4.3.0: https://www.nu-get.org/packages/System.Runtime.Extensions/4.3.0

- System.Runtime.InteropServices; Version 4.3.0: https://www.nu-get.org/packages/System.Runtime.InteropServices/4.3.0

- System.Runtime.InteropServices.RuntimeInformation; Version 4.3.0: https://www.nu-get.org/packages/System.Runtime.InteropServices.RuntimeInformation/4.3.0
- System.Runtime.Numerics; Version 4.3.0: https://www.nu-get.org/packages/system.runtime.numerics/4.3.0
- System.Text.Encoding; Version 4.3.0: https://www.nu-get.org/packages/System.Text.Encoding/4.3.0
- System.Text.Encoding.Extensions; Version 4.3.0: https://www.nu-get.org/packages/System.Text.Encoding.Extensions/4.3.0
- System.Text.RegularExpressions; Version 4.3.0: https://www.nu-get.org/packages/System.Text.RegularExpressions/4.3.0
- System.Threading; Version 4.3.0: https://www.nu-get.org/packages/System.Threading/4.3.0
- System.Threading.Tasks; Version 4.3.0: https://www.nu-get.org/packages/System.Threading.Tasks/4.3.0
- System.Threading.Timer; Version 4.3.0: https://www.nu-get.org/packages/System.Threading.Timer/4.3.0
- System.Xml.ReaderWriter; Version 4.3.0: https://www.nu-get.org/packages/System.Xml.ReaderWriter/4.3.0
- System.Xml.XDocument; Version 4.3.0: https://www.nu-get.org/packages/System.Xml.XDocument/4.3.0

Microsoft.Data (and other components that use the same license)

Copyright © 2018 Microsoft. All rights reserved.

Licensed under the MIT License

Material in this repository is made available under the following terms:

1. Code is licensed under the MIT license.

2. Documentation is licensed under the Creative Commons Attribution 3.0 United States (Unported) License.

The MIT license terms available at:

- License Agreement: MIT

- https://raw.githubusercontent.com/OData/odata.net/master/LICENSE.txt

The Creative Commons license terms available at:

- License Agreement: Creative Commons Attribution 3.0 Unported (CC BY 3.0)

- https://creativecommons.org/licenses/by/3.0/legalcode

Source code available at:

- Microsoft.Data.Edm; Version 5.2.0: https://www.nu-get.org/packages/Microsoft.Data.Edm/5.2.0
- Microsoft.Data.OData; Version 5.2.0: https://www.nu-get.org/packages/Microsoft.Data.OData/5.2.0
- System.Spatial; Version 5.8.4: https://www.nu-get.org/packages/System.Spatial/5.8.4

Microsoft.Database.Isam

Version: 1.9.4

Copyright © Microsoft. All Rights Reserved.

Licensed under the MS-PL License

License terms available at:

- License Agreement: Microsoft Public License (MS-PL)

- https://opensource.org/licenses/MS-PL

Source code available at: https://www.nuget.org/packages/Microsoft.Database.Isam/1.9.4

Microsoft.Extensions components (that use the same license)

Licensed under the Microsoft .Net Library License

Copyright © Microsoft Corporation

License terms available at:

- License Agreement: Microsoft .NET Library

- https://www.microsoft.com/web/webpi/eula/net_library_eula_enu.htm

Source code available at:

- Microsoft.Extensions.Configuration; Version 1.1.1: https://www.nu-get.org/packages/Microsoft.Extensions.Configuration/1.1.1
- Microsoft.Extensions.Configuration.Abstractions; Version 1.1.1: https://www.nu-get.org/packages/Microsoft.Extensions.Configuration.Abstractions/1.1.1
- Microsoft.Extensions.Configuration.FileExtensions; Version 1.1.1: https://www.nu-get.org/packages/Microsoft.Extensions.Configuration.FileExtensions/1.1.1
- Microsoft.Extensions.Configuration.Json; Version 1.1.1: https://www.nu-get.org/packages/Microsoft.Extensions.Configuration.Json/1.1.1
- Microsoft.Extensions.FileProviders.Abstractions; Version 1.1.1: https://www.nu-get.org/packages/Microsoft.Extensions.FileProviders.Abstractions/1.1.1
- Microsoft.Extensions.FileProviders.Physical; Version 1.1.1: https://www.nu-get.org/packages/Microsoft.Extensions.FileProviders.Physical/1.1.1
- Microsoft.Extensions.Primitives; Version 1.1.1: https://www.nu-get.org/packages/microsoft.extensions.primitives/1.1.1

Microsoft.Extensions.FileSystemGlobbing

Version: 2.2.0

Copyright © .NET Foundation and Contributors

Licensed under the Apache 2.0 License

License terms available at:

- License Agreement: Apache 2.0

- https://raw.githubusercontent.com/aspnet/AspNetCore/2.0.0/LICENSE.txt

Source code available at: https://www.nu-get.org/packages/Microsoft.Extensions.FileSystemGlobbing/2.2.0

Microsoft.Identity.Client

Version: 4.1.0

Copyright © Microsoft Corporation. All rights reserved.

Licensed under the MIT License

License terms available at:

- License Agreement: MIT

- https://licenses.nuget.org/MIT

Source code available at: https://www.nuget.org/packages/Microsoft.Identity.Client/

Microsoft.Owin components (that use the same license)

Licensed under the Apache 2.0 License

Copyright © Microsoft Corporation. All rights reserved.

License terms available at:

- License Agreement: Apache 2.0

- https://raw.githubusercontent.com/aspnet/AspNetKatana/v4.0.1/LICENSE.txt

Source code available at:

- Microsoft.Owin; Version 4.0.1: https://www.nu-get.org/packages/Microsoft.Owin/4.0.1
- Microsoft.Owin.Host.SystemWeb; Version 4.0.1: https://www.nu-get.org/packages/Microsoft.Owin.Host.SystemWeb/4.0.1
- Microsoft.Owin.Security; Version 4.0.1: https://www.nu-get.org/packages/Microsoft.Owin.Security/4.0.1
- Microsoft.Owin.Security.Cookies; Version 4.0.1: https://www.nu-get.org/packages/Microsoft.Owin.Security.Cookies/4.0.1

Microsoft.VisualStudio.SlowCheetah

Version: 3.2.20

Copyright © Microsoft Corporation. All rights reserved.

Licensed under the MIT License

License terms available at:

- License Agreement: MIT

- https://raw.githubusercontent.com/Microsoft/slow-cheetah/master/LICENSE

Source code available at: https://www.nu-get.org/packages/Microsoft.VisualStudio.SlowCheetah/3.2.20

Microsoft.Web.Infrastructure

Version: 1.0.0.0

Copyright © Microsoft Corporation

Licensed under the Microsoft ASP.NET Model View Controller 3 Tools Update, Microsoft ASP.NET Web Pages, Microsoft Package Manager for .NET, and Microsoft software update to Visual Studios, KB2483190 Licenses

License terms available below and at: https://www.-microsoft.com/web/webpi/eula/aspnetmvc3update-eula.htm

Source code available at: https://www.nuget.org/packages/Microsoft.Web.Infrastructure/

This installation contains the following software, the license terms of each of which are included below:

- Microsoft ASP.NET Model View Controller 3 Tools Update
- Microsoft ASP.NET Web Pages
- Microsoft Package Manager for .NET
- Microsoft software update to Visual Studio, KB2483190

MICROSOFT SOFTWARE LICENSE TERMS

MICROSOFT ASP.NET MODEL VIEW CONTROLLER 3 TOOLS UPDATE

These license terms are an agreement between Microsoft Corporation (or based on where you live, one of its affiliates) and you. Please read them. They apply to the software named above, which includes the media on which you received it, if any. The terms also apply to any Microsoft

- updates,
- supplements,

- Internet-based services, and
- support services

for this software, unless other terms accompany those items. If so, those terms apply.

BY USING THE SOFTWARE, YOU ACCEPT THESE TERMS. IF YOU DO NOT ACCEPT THEM, DO NOT USE THE SOFTWARE.

If you comply with these license terms, you have the rights below.

1. **INSTALLATION AND USE RIGHTS**. One user may install and use any number of copies of the software on your devices to design, develop and test your ASP.NET programs. You may modify, copy, and distribute or deploy any .js files contained in the software as part of your ASP.NET programs.

2. **ADDITIONAL LICENSING REQUIREMENTS AND/OR USE RIGHTS**.

   a. **Distributable Code**. In addition to the .js files described above, the software contains code that you are permitted to distribute in ASP.NET programs you develop if you comply with the terms below.

      i. **Right to Use and Distribute**. The code and text files listed below are "Distributable Code."

         - <u>System.Web.Mvc.dll</u>. You may copy and distribute the object code form of System.Web.Mvc.dll.

         - <u>Third Party Distribution</u>. You may permit distributors of your programs to copy and distribute the Distributable Code as part of those programs.

      ii. **Distribution Requirements**. For any Distributable Code you distribute, you must

         - add significant primary functionality to it in your programs;

         - require distributors and external end users to agree to terms that protect it at least as much as this agreement;

         - display your valid copyright notice on your programs; and

         - indemnify, defend, and hold harmless Microsoft from any claims, including attorneys' fees, related to the distribution or use of your programs.

iii. **Distribution Restrictions**. You may not

- alter any copyright, trademark or patent notice in the Distributable Code;

- use Microsoft's trademarks in your programs' names or in a way that suggests your programs come from or are endorsed by Microsoft;

- distribute Distributable Code to run on a platform other than the Windows platform;

- include Distributable Code in malicious, deceptive or unlawful programs; or

- modify or distribute the source code of any Distributable Code so that any part of it becomes subject to an Excluded License. An Excluded License is one that requires, as a condition of use, modification or distribution, that

  - the code be disclosed or distributed in source code form; or

  - others have the right to modify it.

3. **THIRD PARTY NOTICES**. The software may include third party code that Microsoft, not the third party, licenses to you under this agreement. Notices, if any, for the third party code are included for your information only. Microsoft's service and support obligations, if any, apply only to the unmodified third party code running on ASP.NET.

4. **SCOPE OF LICENSE**. The software is licensed, not sold. This agreement only gives you some rights to use the software. Microsoft reserves all other rights. Unless applicable law gives you more rights despite this limitation, you may use the software only as expressly permitted in this agreement. In doing so, you must comply with any technical limitations in the software that only allow you to use it in certain ways. You may not

- work around any technical limitations in the software;

- reverse engineer, decompile or disassemble the software, except and only to the extent that applicable law expressly permits, despite this limitation;

- make more copies of the software than specified in this agreement or allowed by applicable law, despite this limitation;

- publish the software for others to copy;

- rent, lease or lend the software; or

- transfer the software or this agreement to any third party.

5. **BACKUP COPY**. You may make one backup copy of the software. You may use it only to reinstall the software.

6. **DOCUMENTATION**. Any person that has valid access to your computer or internal network may copy and use the documentation for your internal, reference purposes.

7. **EXPORT RESTRICTIONS**. The software is subject to United States export laws and regulations. You must comply with all domestic and international export laws and regulations that apply to the software. These laws include restrictions on destinations, end users and end use. For additional information, see www.microsoft.com/exporting.

8. **SUPPORT SERVICES**. Because this software is "as is," we may not provide support services for it.

9. **ENTIRE AGREEMENT**. This agreement, and the terms for supplements, updates, Internet-based services and support services that you use, are the entire agreement for the software and support services.

10. **APPLICABLE LAW**.

    a. **United States**. If you acquired the software in the United States, Washington state law governs the interpretation of this agreement and applies to claims for breach of it, regardless of conflict of laws principles. The laws of the state where you live govern all other claims, including claims under state consumer protection laws, unfair competition laws, and in tort.

    b. **Outside the United States**. If you acquired the software in any other country, the laws of that country apply.

11. **LEGAL EFFECT**. This agreement describes certain legal rights. You may have other rights under the laws of your country. You may also have rights with respect to the party from whom you acquired the software. This agreement does not change your rights under the laws of your country if the laws of your country do not permit it to do so.

12. **DISCLAIMER OF WARRANTY. THE SOFTWARE IS LICENSED "AS-IS." YOU BEAR THE RISK OF USING IT. MICROSOFT GIVES NO EXPRESS WARRANTIES, GUARANTEES OR CONDITIONS. YOU MAY HAVE ADDITIONAL CONSUMER RIGHTS UNDER YOUR LOCAL LAWS WHICH THIS AGREEMENT CANNOT CHANGE. TO THE EXTENT PERMITTED UNDER YOUR LOCAL LAWS, MICROSOFT EXCLUDES THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT.**

13. **LIMITATION ON AND EXCLUSION OF REMEDIES AND DAMAGES. YOU CAN RECOVER FROM MICROSOFT AND ITS SUPPLIERS ONLY DIRECT DAMAGES UP TO U.S. $5.00. YOU CANNOT RECOVER ANY OTHER DAMAGES, INCLUDING CONSEQUENTIAL, LOST PROFITS, SPECIAL, INDIRECT OR INCIDENTAL DAMAGES**.

This limitation applies to

- anything related to the software, services, content (including code) on third party Internet sites, or third party programs; and

- claims for breach of contract, breach of warranty, guarantee or condition, strict liability, negligence, or other tort to the extent permitted by applicable law.

It also applies even if Microsoft knew or should have known about the possibility of the damages. The above limitation or exclusion may not apply to you because your country may not allow the exclusion or limitation of incidental, consequential or other damages.

* * * * *

MICROSOFT SOFTWARE LICENSE TERMS

MICROSOFT ASP.NET WEB PAGES

These license terms are an agreement between Microsoft Corporation (or based on where you live, one of its affiliates) and you. Please read them. They apply to the software named above, which includes the media on which you received it, if any. The terms also apply to any Microsoft

- updates,

- supplements,

- Internet-based services, and

- support services

for this software, unless other terms accompany those items. If so, those terms apply.

BY USING THE SOFTWARE, YOU ACCEPT THESE TERMS. IF YOU DO NOT ACCEPT THEM, DO NOT USE THE SOFTWARE.

AS DESCRIBED BELOW, USING SOME FEATURES ALSO OPERATES AS YOUR CONSENT TO THE TRANSMISSION OF CERTAIN STANDARD COMPUTER INFORMATION FOR INTERNET-BASED SERVICES.

If you comply with these license terms, you have the rights below.

1. **INSTALLATION AND USE RIGHTS**. One user may install and use any number of copies of the software on your devices to design, develop and test your ASP.NET programs.

2. **ADDITIONAL LICENSING REQUIREMENTS AND/OR USE RIGHTS**.

   a. **Distributable Code**. The software contains code that you are permitted to distribute in programs you develop if you comply with the terms below.

      i. **Right to Use and Distribute**. The code and text files listed below are "Distributable Code."

         - Redistributable DLL Files. You may copy and distribute the object code form of the following files:

            - Microsoft.Web.Infrastructure.dll;

            - NuGet.Core.dll;

            - System.Web.Helpers.dll;

            - System.Web.Razor.dll;

            - System.Web.WebPages.Administration.dll;

            - System.Web.WebPages.Deployment.dll;

            - System.Web.WebPages.dll;

            - System.Web.WebPages.Razor.dll;

            - WebMatrix.Data.dll;

            - WebMatrix.WebData.dll.

         - Third Party Distribution. You may permit distributors of your programs to copy and distribute the Distributable Code as part of those programs.

      ii. **Distribution Requirements**. For any Distributable Code you distribute, you must

         - add significant primary functionality to it in your programs;

         - require distributors and external end users to agree to terms that protect it at least as much as this agreement;

         - display your valid copyright notice on your programs; and

         - indemnify, defend, and hold harmless Microsoft from any claims, including attorneys' fees, related to the distribution or use of your programs.

iii. **Distribution Restrictions**. You may not

- alter any copyright, trademark or patent notice in the Distributable Code;

- use Microsoft's trademarks in your programs' names or in a way that suggests your programs come from or are endorsed by Microsoft;

- distribute Distributable Code to run on a platform other than the Windows platform;

- include Distributable Code in malicious, deceptive or unlawful programs; or

- modify or distribute the source code of any Distributable Code so that any part of it becomes subject to an Excluded License. An Excluded License is one that requires, as a condition of use, modification or distribution, that

    - the code be disclosed or distributed in source code form; or

    - others have the right to modify it.

3. **INTERNET-BASED SERVICES**. Microsoft provides Internet-based services with the software. It may change or cancel them at any time.

    a. **Consent for Internet-Based Services**. The software feature described below connects to Microsoft or service provider computer systems over the Internet. In some cases, you will not receive a separate notice when they connect. You may elect to not use it. For more information about this feature, see the software documentation and the privacy statement available at go.-microsoft.com/fwlink/?LinkID=205205. BY USING THIS FEATURE, YOU CONSENT TO THE TRANSMISSION OF THIS INFORMATION. Microsoft does not use the information to identify or contact you.

        i. **Computer Information**. The following feature uses Internet protocols, which send to the appropriate systems computer information, such as your Internet protocol address, the type of operating system, browser and name and version of the software you are using, and the language code of the device where you installed the software. Microsoft or a third-party service provider uses this information to make the Internet-based service available to you.

A. <u>Open Data Protocol (OData) Service</u>. This software will access a list of packages that is supplied by means of an OData service online from Microsoft or a third-party service provider.

ii. **Installing Packages and their Dependencies**. Please refer to the "Package Manager Feature" section below for a description of this feature.

iii. **Use of Information**. We or a third-party service provider may use the computer information, to improve our or their software and services. We or they may also share it with others, such as hardware and software vendors. They may use the information to improve how their products run with Microsoft software.

b. **Misuse of Internet-based Services**. You may not use this service in any way that could harm it or impair anyone else's use of it. You may not use the service to try to gain unauthorized access to any service, data, account or network by any means.

4. **PACKAGE MANAGER FEATURE**. This software includes a package manager feature, which enables you to obtain other software packages from other sources. Those packages are offered and distributed in some cases by third parties or in some cases by Microsoft, but each such package is under its own license terms. Microsoft is not developing, distributing or licensing any of the third-party packages to you, but instead, as a convenience, is providing you with this package manager feature in order to access any packages for your own use. By using this package manager feature, you acknowledge and agree that you may be accessing and using the third-party packages as distributed by such third parties and under the separate license terms applicable to each package, including any terms applicable to software dependencies that may be included in the package. You acknowledge and agree that it is your responsibility to locate, understand and comply with all applicable license terms for each package and its dependencies, for example, by following the package source (feed) URL or by reviewing the packages for embedded notices or license terms. The package manager feature may have been pre-set to a feed that is hosted by Microsoft or a third party service provider, located at go.microsoft.com/fwlink/?LinkID=206669. The packages listed on this feed may include packages submitted by third parties. Microsoft makes no representations, warranties or guarantees as to the feed URL, any feeds from such URL, the information contained therein, or any packages referenced in or accessed by you through such feeds. Microsoft grants you no license rights for third-party software that is obtained using this feature or from the feed. You may change the feed URL that the package manager feature initially points to at any time at your discretion.

5. **THIRD PARTY NOTICES**. The package manager feature of the software includes third party code. However, such code is licensed to you by Microsoft under this license agreement, rather than licensed to you by any third party under some other license

terms. Notices, if any, for the third party code are included with this software for your information only.

6. **SCOPE OF LICENSE**. The software is licensed, not sold. This agreement only gives you some rights to use the software. Microsoft reserves all other rights. Unless applicable law gives you more rights despite this limitation, you may use the software only as expressly permitted in this agreement. In doing so, you must comply with any technical limitations in the software that only allow you to use it in certain ways. You may not

- work around any technical limitations in the software;

- reverse engineer, decompile or disassemble the software, except and only to the extent that applicable law expressly permits, despite this limitation;

- make more copies of the software than specified in this agreement or allowed by applicable law, despite this limitation;

- publish the software for others to copy;

- rent, lease or lend the software; or

- transfer the software or this agreement to any third party.

7. **BACKUP COPY**. You may make one backup copy of the software. You may use it only to reinstall the software.

8. **DOCUMENTATION**. Any person that has valid access to your computer or internal network may copy and use the documentation for your internal, reference purposes.

9. **EXPORT RESTRICTIONS**. The software is subject to United States export laws and regulations. You must comply with all domestic and international export laws and regulations that apply to the software. These laws include restrictions on destinations, end users and end use. For additional information, see www.microsoft.com/exporting.

10. **SUPPORT SERVICES**. Because this software is "as is," we may not provide support services for it.

11. **ENTIRE AGREEMENT**. This agreement, and the terms for supplements, updates, Internet-based services and support services that you use, are the entire agreement for the software and support services.

12. **APPLICABLE LAW**.

a. **United States**. If you acquired the software in the United States, Washington state law governs the interpretation of this agreement and applies to claims for breach of it, regardless of conflict of laws principles. The laws of the state where you live govern all other claims, including claims under state consumer protection laws, unfair competition laws, and in tort.

b. **Outside the United States**. If you acquired the software in any other country, the laws of that country apply.

13. **LEGAL EFFECT**. This agreement describes certain legal rights. You may have other rights under the laws of your country. You may also have rights with respect to the party from whom you acquired the software. This agreement does not change your rights under the laws of your country if the laws of your country do not permit it to do so.

14. **DISCLAIMER OF WARRANTY. THE SOFTWARE IS LICENSED "AS-IS." YOU BEAR THE RISK OF USING IT. MICROSOFT GIVES NO EXPRESS WARRANTIES, GUARANTEES OR CONDITIONS. YOU MAY HAVE ADDITIONAL CONSUMER RIGHTS UNDER YOUR LOCAL LAWS WHICH THIS AGREEMENT CANNOT CHANGE. TO THE EXTENT PERMITTED UNDER YOUR LOCAL LAWS, MICROSOFT EXCLUDES THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT.**

15. **LIMITATION ON AND EXCLUSION OF REMEDIES AND DAMAGES. YOU CAN RECOVER FROM MICROSOFT AND ITS SUPPLIERS ONLY DIRECT DAMAGES UP TO U.S. $5.00. YOU CANNOT RECOVER ANY OTHER DAMAGES, INCLUDING CONSEQUENTIAL, LOST PROFITS, SPECIAL, INDIRECT OR INCIDENTAL DAMAGES.**

This limitation applies to

- anything related to the software, services, content (including code) on third party Internet sites, or third party programs; and

- claims for breach of contract, breach of warranty, guarantee or condition, strict liability, negligence, or other tort to the extent permitted by applicable law.

It also applies even if Microsoft knew or should have known about the possibility of the damages. The above limitation or exclusion may not apply to you because your country may not allow the exclusion or limitation of incidental, consequential or other damages.

* * * * *

MICROSOFT SOFTWARE LICENSE TERMS

MICROSOFT PACKAGE MANAGER FOR .NET

These license terms are an agreement between Microsoft Corporation (or based on where you live, one of its affiliates) and you. Please read them. They apply to the software named above, which includes the media on which you received it, if any. The terms also apply to any Microsoft

- updates,

- supplements,

- Internet-based services, and

- support services

for this software, unless other terms accompany those items. If so, those terms apply.

BY USING THE SOFTWARE, YOU ACCEPT THESE TERMS. IF YOU DO NOT ACCEPT THEM, DO NOT USE THE SOFTWARE.

AS DESCRIBED BELOW, USING SOME FEATURES ALSO OPERATES AS YOUR CONSENT TO THE TRANSMISSION OF CERTAIN STANDARD COMPUTER INFORMATION FOR INTERNET-BASED SERVICES.

If you comply with these license terms, you have the rights below.

1. **INSTALLATION AND USE RIGHTS**. One user may install and use any number of copies of the software on your devices to design, develop and test your programs.

2. **ADDITIONAL LICENSING REQUIREMENTS AND/OR USE RIGHTS**.

   a. **Distributable Code**. The software contains code that you are permitted to distribute in programs you develop if you comply with the terms below.

      i. **Right to Use and Distribute**. The code and text files listed below are "Distributable Code."

         - NuGet.Core.dll. You may copy and distribute the object code form of NuGet.Core.dll.

         - Third Party Distribution. You may permit distributors of your programs to copy and distribute the Distributable Code as part of those programs.

      ii. **Distribution Requirements**. For any Distributable Code you distribute, you must

         - add significant primary functionality to it in your programs;

         - require distributors and external end users to agree to terms that protect it at least as much as this agreement;

         - display your valid copyright notice on your programs; and

         - indemnify, defend, and hold harmless Microsoft from any claims, including attorneys' fees, related to the distribution or use of your programs.

iii. **Distribution Restrictions**. You may not

- alter any copyright, trademark or patent notice in the Distributable Code;
- use Microsoft's trademarks in your programs' names or in a way that suggests your programs come from or are endorsed by Microsoft;
- distribute Distributable Code to run on a platform other than the Windows platform;
- include Distributable Code in malicious, deceptive or unlawful programs; or
- modify or distribute the source code of any Distributable Code so that any part of it becomes subject to an Excluded License. An Excluded License is one that requires, as a condition of use, modification or distribution, that
    - the code be disclosed or distributed in source code form; or
    - others have the right to modify it.

3. **INTERNET-BASED SERVICES**. Microsoft provides Internet-based services with the software. It may change or cancel them at any time.

a. **Consent for Internet-Based Services**. The software feature described below connects to Microsoft or service provider computer systems over the Internet. In some cases, you will not receive a separate notice when they connect. You may elect to not use it. For more information about this feature, see the software documentation and the privacy statement available at go.-microsoft.com/fwlink/?LinkID=205205. BY USING THIS FEATURE, YOU CONSENT TO THE TRANSMISSION OF THIS INFORMATION. Microsoft does not use the information to identify or contact you.

i. **Computer Information**. The following feature uses Internet protocols, which send to the appropriate systems computer information, such as your Internet protocol address, the type of operating system, browser and name and version of the software you are using, and the language code of the device where you installed the software. Microsoft or a third-party service provider uses this information to make the Internet-based service available to you.

A. <u>Open Data Protocol (OData) Service</u>. This software will access a list of packages that is supplied by means of an OData service online from Microsoft or a third-party service provider.

ii. **Installing Packages and their Dependencies.** Please refer to the "Package Manager Feature" section below for a description of this feature.

iii. **Use of Information**. We or a third-party service provider may use the computer information, to improve our or their software and services. We or they may also share it with others, such as hardware and software vendors. They may use the information to improve how their products run with Microsoft software.

b. **Misuse of Internet-based Services**. You may not use this service in any way that could harm it or impair anyone else's use of it. You may not use the service to try to gain unauthorized access to any service, data, account or network by any means.

4. **PACKAGE MANAGER FEATURE**. This software includes a package manager feature, which enables you to obtain other software packages from other sources. Those packages are offered and distributed in some cases by third parties or in some cases by Microsoft, but each such package is under its own license terms. Microsoft is not developing, distributing or licensing any of the third-party packages to you, but instead, as a convenience, is providing you with this package manager feature in order to access any packages for your own use. By using this package manager feature, you acknowledge and agree that you may be accessing and using the third-party packages as distributed by such third parties and under the separate license terms applicable to each package, including any terms applicable to software dependencies that may be included in the package. You acknowledge and agree that it is your responsibility to locate, understand and comply with all applicable license terms for each package and its dependencies, for example, by following the package source (feed) URL or by reviewing the packages for embedded notices or license terms. The package manager feature may have been pre-set to a feed that is hosted by Microsoft or a third party service provider, located at go.microsoft.com/fwlink/?LinkID=206669. The packages listed on this feed may include packages submitted by third parties. Microsoft makes no representations, warranties or guarantees as to the feed URL, any feeds from such URL, the information contained therein, or any packages referenced in or accessed by you through such feeds. Microsoft grants you no license rights for third-party software that is obtained using this feature or from the feed. You may change the feed URL that the package manager feature initially points to at any time at your discretion.

5. **THIRD PARTY NOTICES**. The package manager feature of the software includes third party code. However, such code is licensed to you by Microsoft under this license agreement, rather than licensed to you by any third party under some other license

terms. Notices, if any, for the third party code are included with this software for your information only.

6. **SCOPE OF LICENSE**. The software is licensed, not sold. This agreement only gives you some rights to use the software. Microsoft reserves all other rights. Unless applicable law gives you more rights despite this limitation, you may use the software only as expressly permitted in this agreement. In doing so, you must comply with any technical limitations in the software that only allow you to use it in certain ways. You may not

- work around any technical limitations in the software;

- reverse engineer, decompile or disassemble the software, except and only to the extent that applicable law expressly permits, despite this limitation;

- make more copies of the software than specified in this agreement or allowed by applicable law, despite this limitation;

- publish the software for others to copy;

- rent, lease or lend the software; or

- transfer the software or this agreement to any third party.

7. **BACKUP COPY**. You may make one backup copy of the software. You may use it only to reinstall the software.

8. **DOCUMENTATION**. Any person that has valid access to your computer or internal network may copy and use the documentation for your internal, reference purposes.

9. **EXPORT RESTRICTIONS**. The software is subject to United States export laws and regulations. You must comply with all domestic and international export laws and regulations that apply to the software. These laws include restrictions on destinations, end users and end use. For additional information, see www.microsoft.com/exporting.

10. **SUPPORT SERVICES**. Because this software is "as is," we may not provide support services for it.

11. **ENTIRE AGREEMENT**. This agreement, and the terms for supplements, updates, Internet-based services and support services that you use, are the entire agreement for the software and support services.

12. **APPLICABLE LAW**.

   a. United States. If you acquired the software in the United States, Washington state law governs the interpretation of this agreement and applies to claims for breach of it, regardless of conflict of laws principles. The laws of the state where you live govern all other claims, including claims under state consumer protection laws, unfair competition laws, and in tort.

b. Outside the United States. If you acquired the software in any other country, the laws of that country apply.

13. **LEGAL EFFECT**. This agreement describes certain legal rights. You may have other rights under the laws of your country. You may also have rights with respect to the party from whom you acquired the software. This agreement does not change your rights under the laws of your country if the laws of your country do not permit it to do so.

14. **DISCLAIMER OF WARRANTY. THE SOFTWARE IS LICENSED "AS-IS." YOU BEAR THE RISK OF USING IT. MICROSOFT GIVES NO EXPRESS WARRANTIES, GUARANTEES OR CONDITIONS. YOU MAY HAVE ADDITIONAL CONSUMER RIGHTS UNDER YOUR LOCAL LAWS WHICH THIS AGREEMENT CANNOT CHANGE. TO THE EXTENT PERMITTED UNDER YOUR LOCAL LAWS, MICROSOFT EXCLUDES THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT**.

15. **LIMITATION ON AND EXCLUSION OF REMEDIES AND DAMAGES. YOU CAN RECOVER FROM MICROSOFT AND ITS SUPPLIERS ONLY DIRECT DAMAGES UP TO U.S. $5.00. YOU CANNOT RECOVER ANY OTHER DAMAGES, INCLUDING CONSEQUENTIAL, LOST PROFITS, SPECIAL, INDIRECT OR INCIDENTAL DAMAGES**.

This limitation applies to

- anything related to the software, services, content (including code) on third party Internet sites, or third party programs; and

- claims for breach of contract, breach of warranty, guarantee or condition, strict liability, negligence, or other tort to the extent permitted by applicable law.

It also applies even if Microsoft knew or should have known about the possibility of the damages. The above limitation or exclusion may not apply to you because your country may not allow the exclusion or limitation of incidental, consequential or other damages.

* * * * *

MICROSOFT SOFTWARE LICENSE TERMS

MICROSOFT SOFTWARE UPDATE TO VISUAL STUDIO, KB2483190

PLEASE NOTE: Microsoft Corporation (or based on where you live, one of its affiliates) licenses this supplement to you. You may use it with each validly licensed copy of Microsoft Visual Studio 2010 or Microsoft Windows operating system software (for which this supplement is applicable) (the "software"). You may not use the supplement if you do not have

a license for the software. The license terms for the software apply to your use of this supplement. Microsoft provides support services for the supplement as described at www.support.microsoft.com/common/international.aspx.

Microsoft.WindowsAzure.ConfigurationManager

Version: 1.8.0.0

Licensed under the Microsoft Windows Azure Libraries for .NET License

Copyright © Microsoft Corporation

License terms available at:

- License Agreement: Microsoft Windows Azure Libraries for .NET

- https://www.nuget.org/packages/Microsoft.WindowsAzure.ConfigurationManager/1.8.0

Source code available at:
https://www.nuget.org/packages/Microsoft.WindowsAzure.ConfigurationManager/1.8.0

moment timezone

Version: 0.5.33

Licensed under the MIT License

Copyright © JS Foundation and other contributors

License terms available at:

- License Agreement: MIT

- https://github.com/moment/moment-timezone/blob/develop/LICENSE

Source code available at: https://github.com/moment/moment-timezone

momentJS

Version: 2.29.1

Licensed under the MIT License

Copyright © JS Foundation and other contributors

License terms available at:

- License Agreement: MIT

- https://github.com/moment/moment/blob/develop/LICENSE

Source code available at: https://github.com/moment/moment

Moq

Versions: 4.13.0

Licensed under the BSD 3-Clause License

Copyright © 2007, Clarius Consulting, Manas Technology Solutions, InSTEDD. All rights reserved.

License terms available at:

- License Agreement: BSD 3-Clause

- https://raw.githubusercontent.com/moq/moq4/master/License.txt

Source code available at: https://www.nuget.org/packages/Moq/4.13.0

MSTest.TestAdapter

Version: 1.4.0

Copyright © Microsoft Corporation. All rights reserved.

Licensed under the MIT License

License terms available at:

- License Agreement: MIT

- https://www.nuget.org/packages/MSTest.TestAdapter/2.1.0/License

Source code available at: https://www.nuget.org/packages/MSTest.TestAdapter/2.1.0

MSTest.TestFramework

Version: 1.4.0

Copyright © Microsoft Corporation. All rights reserved.

Licensed under the Microsoft .NET Library License

License terms available at:

- License Agreement: Microsoft .NET Library

- https://www.microsoft.com/web/webpi/eula/net_library_eula_enu.htm

Source code available at: https://www.nuget.org/packages/MSTest.TestFramework/1.4.0

NDceRpc

Version: 0.2.1.0

NDceRpc is Public Domain

Licensed under Creative Commons (CC0 1.0 Universal) License

License terms available at:

- License Agreement: Creative Commons (CC0 1.0 Universal)

- https://creativecommons.org/publicdomain/zero/1.0/legalcode

Source code available at: https://www.nuget.org/packages/NDceRpc/

NETStandard.Library

Version: 1.6.1

Copyright © Microsoft Corporation. All rights reserved.

Licensed under the Microsoft .NET Library License

License terms available at:

- License Agreement: Microsoft .NET Library

- https://dotnet.microsoft.com/en-us/dotnet_library_license.htm

Source code available at: https://www.nuget.org/packages/NETStandard.Library/1.6.1

Newtonsoft.Json

Version: 12.0.3

Copyright © 2007 James Newton-King

Licensed under the MIT License

License terms available at:

- License Agreement: MIT

- https://github.com/JamesNK/Newtonsoft.Json/blob/master/LICENSE.md

Source code available at: https://www.nuget.org/packages/Newtonsoft.Json/12.0.2

Nito.AsyncEx

Version: 4.0.1

Copyright © 2014 StephenCleary

Licensed under the MIT License

License terms available at:

- License Agreement: MIT

- https://github.com/StephenCleary/AsyncEx/blob/master/LICENSE

Source code available at: https://github.com/StephenCleary/AsyncEx

NUnit

Version: 2.6.4

Copyright © 2002-2015 Charlie Poole

Copyright © 2002-2004 James W. Newkirk, Michael C. Two, Alexei A. Vorontsov

Copyright © 2000-2002 Philip A. Craig

Licensed under the NUnit License, which is based on open source zlib/libpng license

License terms available below and at: https://nunit.org/nuget/license.html

Source code available at: https://github.com/nunit

NUnit License

Copyright © 2002-2015 Charlie Poole

Copyright © 2002-2004 James W. Newkirk, Michael C. Two, Alexei A. Vorontsov

Copyright © 2000-2002 Philip A. Craig

This software is provided 'as-is', without any express or implied warranty. In no event will the authors be held liable for any damages arising from the use of this software.

Permission is granted to anyone to use this software for any purpose, including commercial applications, and to alter it and redistribute it freely, subject to the following restrictions:

1. The origin of this software must not be misrepresented; you must not claim that you wrote the original software. If you use this software in a product, an acknowledgment (see the following) in the product documentation is required.

   Portions Copyright © 2002-2012 Charlie Poole or Copyright © 2002-2004 James W. Newkirk, Michael C. Two, Alexei A. Vorontsov or Copyright © 2000-2002 Philip A. Craig

2. Altered source versions must be plainly marked as such, and must not be misrepresented as being the original software.

3. This notice may not be removed or altered from any source distribution.

License Note

This license is based on the open source zlib/libpng license. The idea was to keep the license as simple as possible to encourage use of NUnit in free and commercial applications and libraries, but to keep the source code together and to give credit to the NUnit contributors for their efforts. While this license allows shipping NUnit in source and binary form, if shipping a NUnit variant is the sole purpose of your product, please let us know.

OpenHtmlToPdf

Version: 1.12.0.0

Copyright © 2014 Timo Vilppu

Licensed under the Creative Commons, Attribution 3.0 Unported (CC BY 3.0) license

License terms available at:

- License Agreement: Creative Commons Attribution 3.0 Unported (CC BY 3.0)

- https://creativecommons.org/licenses/by/3.0/legalcode

Source code available at: https://github.com/vilppu/OpenHtmlToPdf

Owin

Version: 1.0

Copyright 2012 Louis DeJardin; Copyright 2012 Chris Ross

Licensed under the Apache 2.0 License

License terms available at:

- License Agreement: Apache 2.0

- https://github.com/owin-contrib/owin-hosting/blob/master/LICENSE.txt

Source code available at: https://github.com/owin-contrib/owin-hosting

PDFSharp components (that use the same license)

Copyright © 2005-2014 empira Software GmbH, Troisdorf (Germany)

Licensed under the MIT License

License terms available at:

- License Agreement: MIT

- http://www.pdfsharp.net/PDFsharp_License.ashx?AspxAutoDetectCookieSupport=1

Source code available at:

- PDFsharp;Version 1.32.3057.0 : https://www.nu-get.org/packages/PdfSharp/1.32.3057
- PdfSharp.MigraDoc; Version 2.0.1: https://www.nu-get.org/packages/PdfSharp.MigraDoc/2.0.1
- PDFsharp-MigraDoc-GDI; Version 1.32.4334.0: https://www.nu-get.org/packages/PDFsharp-MigraDoc-GDI/1.50.5147
- PDFsharp-MigraDoc-gdi; Version 1.50.5147: https://www.nu-get.org/packages/PDFsharp-MigraDoc-GDI/1.32.4334

protbuf-net

Version: 2.4.0

Copyright © 2008 onwards Marc Gravell

Licensed under the Apache 2.0 License

License terms available at:

- License Agreement: Apache 2.0

- https://github.com/protobuf-net/protobuf-net/blob/main/Licence.txt

- http://www.apache.org/licenses/LICENSE-2.0

Source code available at: https://github.com/protobuf-net/protobuf-net

ReduxJs

Version: 4.1.0

Copyright © 2015-present Dan Abramov

Licensed under the MIT License

License terms available at:

- License Agreement: MIT

- https://github.com/reduxjs/redux/blob/master/LICENSE.md

Source code available at: https://github.com/reduxjs/redux

RequireJS

Version: 2.3.6

Copyright © jQuery Foundation and other contributors, https://jquery.org/

Licensed under the MIT License

License terms available below and at: https://github.com/requirejs/requirejs/blob/master/LICENSE

Source code available at: http://requirejs.org/

This software consists of voluntary contributions made by many individuals. For exact contribution history, see the revision history available at https://github.com/requirejs/requirejs

The following license applies to all parts of this software except as documented below:

====

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

====

Copyright and related rights for sample code are waived via CC0. Sample code is defined as all source code displayed within the prose of the documentation.

CC0: http://creativecommons.org/publicdomain/zero/1.0/

====

Files located in the node_modules directory, and certain utilities used to build or test the software in the test and dist directories, are externally maintained libraries used by this software which have their own licenses; we recommend you read them, as their terms may differ from the terms above.

RequireJS.Text

Version: 2.0.7

Copyright © jQuery Foundation and other contributors, https://jquery.org/

Licensed under the MIT License

License terms available below and at: https://github.com/requirejs/text/blob/master/LICENSE

Source code available at: https://github.com/requirejs/text

This software consists of voluntary contributions made by many individuals. For exact contribution history, see the revision history available at https://github.com/requirejs/text

The following license applies to all parts of this software except as documented below:

====

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

====

Copyright and related rights for sample code are waived via CC0. Sample code is defined as all source code displayed within the prose of the documentation.

CC0: http://creativecommons.org/publicdomain/zero/1.0/

Files located in the node_modules directory, and certain utilities used to build or test the software in the test and dist directories, are externally maintained libraries used by this software which have their own licenses; we recommend you read them, as their terms may differ from the terms above.

Respond

Version: 1.2.0

Copyright © 2012 Scott Jehl

Licensed under the MIT License

License terms available at:

- License Agreement: MIT

- https://github.com/scottjehl/Respond/blob/master/LICENSE-MIT

Source code available at: https://www.nuget.org/packages/Respond/1.2.0

RestSharp

Version: 105.1.0

Copyright © 2011, The Outercurve Foundation

Licensed under the Apache 2.0 License

License terms available at:

- License Agreement: Apache 2.0

- https://github.com/restsharp/RestSharp/blob/dev/LICENSE.txt

Source code available at: https://github.com/restsharp/RestSharp

SQLLite.CodeFirst

Version: 1.5.2.28

Copyright © Marc Sallin

Licensed under the Apache 2.0 License

License terms available at:

- License Agreement: Apache 2.0

- https://github.com/msallin/SQLiteCodeFirst/blob/master/LICENSE

Source code available at: https://www.nuget.org/packages/SQLite.CodeFirst/1.5.2.28

System.Buffers (and other System components that use the same license)

Copyright © .NET Foundation and Contributors

Licensed under the MIT License

License terms available at:

- License Agreement: MIT

- https://github.com/dotnet/corefx/blob/master/LICENSE.TXT

Source code available at:

- System Buffers; Versions 4.4.0; 4.5.1: https://www.nu-get.org/packages/System.Buffers/4.4.0
- System.Data.SqlClient; Version 4.7.0: https://www.nu-get.org/packages/System.Data.SqlClient/4.7.0
- System.DirectoryServices: Version 4.5.0: https://www.nu-get.org/packages/System.DirectoryServices/4.5.0
- System.DirectoryServices.AccountManagement; Version 4.5.0: https://www.nu-get.org/packages/System.DirectoryServices.AccountManagement/4.5.0
- System.Memory; Versions 4.5.1; 4.5.3; 4.5.4: https://www.nu-get.org/packages/System.Memory/4.5.1
- System.Numerics.Vectors; Version 4.4.0: https://www.nu-get.org/packages/System.Numerics.Vectors/4.4.0
- System.Runtime.CompilerServices.Unsafe; Versions 4.5.2; 4.5.3: https://www.nu-get.org/packages/System.Runtime.CompilerServices.Unsafe/4.5.2

- System.Threading.Tasks.Extensions; Version 4.5.2: https://www.nu-get.org/packages/System.Threading.Tasks.Extensions/4.5.2
- System.ValueTuple; 4.5.0: https://www.nuget.org/packages/System.ValueTuple/

System.Data.SQLite components (that use the same license)

SQLite is Public Domain

License terms available at:

- https://www.sqlite.org/copyright.html

Source code available at:

- System.Data.SQLite; Version 1.0.110.0: https://www.nu-get.org/packages/System.Data.SQLite
- System.Data.SQLite.Core; Version 1.0.110.0: https://www.nu-get.org/packages/System.Data.SQLite.Core
- System.Data.SQLite.EF6; Version 1.0.110.0: https://www.nu-get.org/packages/System.Data.SQLite.EF6
- System.Data.SQLite.Linq; Version 1.0.110.0: https://www.nu-get.org/packages/System.Data.SQLite.Linq

system.management.automation

Version: 7.0.3

Copyright © Microsoft Corporation

Licensed under the MIT License

License terms available at:

- License Agreement: MIT

- https://github.com/PowerShell/PowerShell/blob/v7.0.3/LICENSE.txt

Source code available at: https://github.com/PowerShell/PowerShell/tree/v7.0.3

TaskScheduler

Version: 2.8.15

Copyright © 2002-2009

Licensed under the MIT License

License terms available at:

- License Agreement: MIT

- https://licenses.nuget.org/MIT

Source code available at: https://www.nuget.org/packages/TaskScheduler/2.8.15

UnderscoreJS

Version: 1.13.1

Copyright © 2009-2021 Jeremy Ashkenas, Julien Gonggrijp, and DocumentCloud and Investigative Reporters & Editors

Licensed under the MIT License

License terms available at:

- License Agreement: MIT

- https://github.com/jashkenas/underscore/blob/master/LICENSE

Source code available at: http://underscorejs.org/

WebGrease

Version: 1.6.0

Copyright © Microsoft Corporation

Licensed under the MS .NET Library License

License terms available at:

- License Agreement: Microsoft .NET Library

- https://www.microsoft.com/web/webpi/eula/aspnetcomponent_rtw_ENU.htm

Source code available at: https://www.nuget.org/packages/WebGrease/1.6.0

WindowsAzure.Storage

Version: 2.0.6.0

Copyright © Microsoft Corporation

Licensed under the Microsoft Windows Azure Libraries for .NET License

License terms available below and at:

- License Agreement: Microsoft Windows Azure Libraries for .NET

- https://www.nuget.org/packages/WindowsAzure.Storage/2.0.6

Source code available at: https://www.nuget.org/packages/WindowsAzure.Storage/2.0.6

WiX Toolset

Version: 3.11.1

Copyright © .NET Foundation and contributors

Licensed under the Microsoft Reciprocal License (MS-RL)

License terms available below and at: https://wixtoolset.org/about/license/

Source code available at: https://wixtoolset.org/releases/

WiX Toolset License

The WiX toolset is released under the Microsoft Reciprocal License (MS-RL). A reciprocal license is used to ensure that others who build on the effort of the WiX community give back to the WiX community. Specifically the license requires that fixes and improvements to the WiX toolset must be published using the same license.

Sometimes the reciprocal license is incorrectly interpreted to also apply to bundles, packages, and custom actions built using the WiX toolset. The Outercurve Foundation has previously provided this statement below to clarify which now the .NET Foundation reaffirms:

The WiX toolset (WiX) is licensed under the Microsoft Reciprocal License (MS- RL). The MS-RL governs the distribution of the software licensed under it, as well as derivative works, and incorporates the definition of a derivative work provided in U.S. copyright law. OuterCurve Foundation (and the .NET Foundation) does not view the installer packages generated by WiX as falling within the definition of a derivative work, merely because they are produced

using WiX. Thus, the installer packages generated by WiX will normally fall outside the scope of the MS-RL, and any of your source code, binaries, libraries, routines or other software components that are incorporated in installer packages generated by WiX can be governed by other licensing terms.

The full text of the MS-RL license is reproduced below. It can also be found in the LICENSE.TXT file included with the source code.

Microsoft Reciprocal License (MS-RL)

This license governs use of the accompanying software. If you use the software, you accept this license. If you do not accept the license, do not use the software.

1. Definitions

   The terms "reproduce," "reproduction," "derivative works," and "distribution" have the same meaning here as under U.S. copyright law.

   A "contribution" is the original software, or any additions or changes to the software.

   A "contributor" is any person that distributes its contribution under this license.

   "Licensed patents" are a contributor's patent claims that read directly on its contribution.

2. Grant of Rights

   (A) Copyright Grant- Subject to the terms of this license, including the license conditions and limitations in section 3, each contributor grants you a non- exclusive, worldwide, royalty-free copyright license to reproduce its contribution, prepare derivative works of its contribution, and distribute its contribution or any derivative works that you create.

   (B) Patent Grant- Subject to the terms of this license, including the license conditions and limitations in section 3, each contributor grants you a non- exclusive, worldwide, royalty-free license under its licensed patents to make, have made, use, sell, offer for sale, import, and/or otherwise dispose of its contribution in the software or derivative works of the contribution in the software.

3. Conditions and Limitations

   (A) Reciprocal Grants- For any file you distribute that contains code from the software (in source code or binary format), you must provide recipients the source code to that file along with a copy of this license, which license will govern that file. You may license other files that are entirely your own work and do not contain code from the software under any terms you choose.

   (B) No Trademark License- This license does not grant you rights to use any contributors' name, logo, or trademarks.

(C) If you bring a patent claim against any contributor over patents that you claim are infringed by the software, your patent license from such contributor to the software ends automatically.

(D) If you distribute any portion of the software, you must retain all copyright, patent, trademark, and attribution notices that are present in the software.

(E) If you distribute any portion of the software in source code form, you may do so only under this license by including a complete copy of this license with your distribution. If you distribute any portion of the software in compiled or object code form, you may only do so under a license that complies with this license.

(F) The software is licensed "as-is." You bear the risk of using it. The contributors give no express warranties, guarantees or conditions. You may have additional consumer rights under your local laws which this license cannot change. To the extent permitted under your local laws, the contributors exclude the implied warranties of merchantability, fitness for a particular purpose and non-infringement

WpfAnimatedGif

Version: 1.4.18

Copyright © 2014. Thomas Levesque

Licensed under the Apache 2.0 License

License terms available at:

- License Agreement: Apache 2.0

- http://www.apache.org/licenses/LICENSE-2.0.txt

Source code available at: https://www.nuget.org/packages/WpfAnimatedGif/1.4.18

WPFCustomMessageBox

Version: 1.0.7

Copyright © 2013 Evan Wondrasek / Apricity Software LLC

Licensed under the MIT License

License terms available at:

- License Agreement: MIT

- https://github.com/evanwon/WPFCustomMessageBox/blob/master/README.md

Source code available at: https://github.com/evanwon/WPFCustomMessageBox

Z.EntityFramework.Extensions

Version: 4.0.34

Purchased license from ZZZ Projects.

License terms available below and at: https://zzzprojects.com/license-agreement

Source code available at: https://entityframework-extensions.net/

License Agreement

IMPORTANT

PLEASE READ THIS END USER LICENCE AGREEMENT CAREFULLY BEFORE ATTEMPTING TO DOWNLOAD OR USE ANY CODES, DOCUMENTATION OR OTHER MATERIAL AVAILABLE THROUGH ZZZ PROJECTS.

This agreement is between you or the entity you represent and the ZZZ Projects company for any Software as published on the date of a Software purchase or renewal, terms incorporated by reference, terms applicable to other ZZZ Projects web site.

If you are entering into this Agreement on behalf of an entity, such as your employer, you represent that you have the legal authority to bind that entity. If you specify a company name in connection with purchasing for or ordering a Software, you will be deemed to have placed that order and to have entered into this Agreement on behalf of that organization or company.

Key terms are defined in Section 3.

1.0 SOFTWARES

A) Right to use:

We grant you the right to access and use the Software during the support and upgrade period and only in accordance with this Agreement. After the support and upgrades period or in case of a cancelled support and upgrades period, all the license keys that were set up during the support and upgrades period remain valid.

B) Distribution:

The possession of any license or free version doesn't allow you in any way to copy or reproduce the library unless otherwise agreed by a written consent with the ZZZ Projects company CEO. You are not permitted to distribute ZZZ Projects Software pursuant to this Section: as a standalone product; a similar product; or as a part of any product other than your integrated product.

C) Company Plan:

Each support and upgrade period is sold for a particular or a company who is allowed to share the previously bought licenses with all of its developers who own a developer seat only excluding any third parties. Any third parties who wishes to use the products developed by the company or particular who bought the product is allowed, but cannot customize it without the ZZZ Projects agreement.

D) Manner of use:

By accepting the term of this Agreement, you may not:

i) Reverse engineer, decompile, disassemble or work around technical limitations in the Software, except to the extent that applicable law permits it despite these limitations;

ii) Disable, tamper with or otherwise attempt to circumvent any mechanism that limits your use of the Software;

iii) Rent, lease, lend, resell, transfer, or sublicense any Software or portion thereof to or for third parties, except as explicitly permitted herein or in license terms that accompany any Software component;

iv) Use the Software for any purpose that is unlawful or prohibited by this Agreement; or

v) Use the Software in any manner that could damage, disable, overburden, or impair any ZZZ Projects Software, or the network(s) connected to any ZZZ Projects Software, or interfere with any other party's use and enjoyment of any Software.

E) Updates:

We may make changes to the Software from time to time, including: the availability of features; how long, how much or how often any given feature may be used; and feature dependencies upon other services or software.

F) Supports/Help:

You are eligible to collaborate in Issue Tracker. You are also eligible to communicate with us by mail.

2.0 CONDITIONS AND LIMITATIONS

A) No Trademark License:

The software license does not grant you rights to use ZZZ Projects name, logo, or trademarks.

B) Content Distribution:

If you distribute any portion of the content, you must retain all copyright, patent, trademark, and attribution notices that are present in the content.

If you distribute any portion of the content in source code form, you may do so only under this license by including a complete copy of this license with your distribution. If you distribute any portion of the content in compiled or object code form, you may only do so under a license that complies with this license.

C) Software is licensed "as-is":

ZZZ Projects warrants and represents to you that: the Software does not infringe upon or violate any third party patent, copyright, trade secret or other proprietary or intellectual property right. For avoidance of doubt, the Software is provided as is and without any warranty and ZZZ Projects makes no other express warranties, guarantees or conditions. To the extent permitted under your local laws, the contributors exclude the implied warranties of merchantability, fitness for a particular purpose.

D) Payment:

All payments are not refundable, for any reason.

E) Validity:

This License Agreement is valid without signature. It becomes effective upon the user's receipt of a license key.

F) Developer Seat:

"Developer Seat" means one developer using the ZZZ Project's library on his/her Workstation to perform any development. It does not include multiple developers sharing the library on one or more computers, even if their use is only part-time and/or is not concurrent.

3.0 DEFINITIONS:

Any reference in this Agreement to "day" will be a calendar day.

A) Content:

"Content" means documents, codes, photographs, videos, and other graphical, textual, or audio-visual content that may be subject to copyright protection that is available through the ZZZ Projects website.

B) Customer Data:

"Customer Data" means any content or other data, including all text, image files that are provided to us by, or on behalf of you, through your use of the Software for use by you or your authorized users. Customer Data does not include Submissions or any other Content or data that you submit to the Forum section or otherwise provided via the Software for public access.

C) Software:

"Software" means any information, documentation, codes that ZZZ Projects made available to you under this Agreement for your support and upgrades period.

D) Submissions

"Submissions" means Content, code, comments, feedback, suggestions, information or materials that you provide via the ZZZ Projects website or any Software for public access (rather than for your personal use or use by your authorized users). Submissions do not include Customer Data.

E) Company Plan

"Company Plan" means a per-company based support and upgrade period, or other ZZZ Projects granted benefit that permits access to and account services for the Software.

F) We and Us

"We" and "us" means ZZZ Projects Inc.

G) You and Your

"You" and "Your" means the person or entity accepting this Agreement to use the Software.

Z-Bulk Insert

Version: 4.0.34

Purchased license from ZZZ Projects

License terms available below and at: https://zzzprojects.com/license-agreement

Source code available at: http://www.zzzprojects.com/products/dotnet-development/bulk-operations/

An additional paid for license has been purchase in addition to the license detailed hereafter and therefore, as specifically purchased and approved by Z-Bulk CEO, in addition to license below, it has been confirmed that the library can be used with an unlimited amount of applications, environments, servers and client machines.

License Agreement

IMPORTANT

PLEASE READ THIS END USER LICENCE AGREEMENT CAREFULLY BEFORE ATTEMPTING TO DOWNLOAD OR USE ANY CODES, DOCUMENTATION OR OTHER MATERIAL AVAILABLE THROUGH ZZZ PROJECTS.

This agreement is between you or the entity you represent and the ZZZ Projects company for any Software as published on the date of a Software purchase or renewal, terms incorporated by reference, terms applicable to other ZZZ Projects web site.

If you are entering into this Agreement on behalf of an entity, such as your employer, you represent that you have the legal authority to bind that entity. If you specify a company name in connection with purchasing for or ordering a Software, you will be deemed to have placed that order and to have entered into this Agreement on behalf of that organization or company.

Key terms are defined in Section 3.

1.0 SOFTWARES

- **A) Right to use**:

  We grant you the right to access and use the Software during the support and upgrade period and only in accordance with this Agreement. After the support and upgrades period or in case of a cancelled support and upgrades period, all the license keys that were set up during the support and upgrades period remain valid.

- **B) Distribution**:

  The possession of any license or free version doesn't allow you in any way to copy or reproduce the library unless otherwise agreed by a written consent with the ZZZ Projects company CEO. You are not permitted to distribute ZZZ Projects Software pursuant to this Section: as a standalone product; a similar product; or as a part of any product other than your integrated product.

- **C) Company Plan**:

  Each support and upgrade period is sold for a particular or a company who is allowed to share the previously bought licenses with all of its developers who own a developer seat only excluding any third parties. Any third parties who wishes to use the products developed by the company or particular who bought the product is allowed, but cannot customize it without the ZZZ Projects agreement.

- **D) Manner of use**:

  By accepting the term of this Agreement, you may not:

- i) Reverse engineer, decompile, disassemble or work around technical limitations in the Software, except to the extent that applicable law permits it despite these limitations;

- ii) Disable, tamper with or otherwise attempt to circumvent any mechanism that limits your use of the Software;

- iii) Rent, lease, lend, resell, transfer, or sublicense any Software or portion thereof to or for third parties, except as explicitly permitted herein or in license terms that accompany any Software component;

- iv) Use the Software for any purpose that is unlawful or prohibited by this Agreement; or

- v) Use the Software in any manner that could damage, disable, overburden, or impair any ZZZ Projects Software, or the network(s) connected to any ZZZ Projects Software, or interfere with any other party's use and enjoyment of any Software.

- **E) Updates**:

We may make changes to the Software from time to time, including: the availability of features; how long, how much or how often any given feature may be used; and feature dependencies upon other services or software.

- **F) Supports/Help**:

You are eligible to collaborate in Issue Tracker. You are also eligible to communicate with us by mail.

2.0 CONDITIONS AND LIMITATIONS

- **A) No Trademark License**:

The software license does not grant you rights to use ZZZ Projects name, logo, or trademarks.

- **B) Content Distribution**:

If you distribute any portion of the content, you must retain all copyright, patent, trademark, and attribution notices that are present in the content.

If you distribute any portion of the content in source code form, you may do so only under this license by including a complete copy of this license with your distribution. If you distribute any portion of the content in compiled or object code form, you may only do so under a license that complies with this license.

- **C) Software is licensed "as-is"**:

ZZZ Projects warrants and represents to you that: the Software does not infringe upon or violate any third party patent, copyright, trade secret or other proprietary or intellectual property right. For avoidance of doubt, the Software is provided as is and without any warranty and ZZZ Projects makes no other express warranties, guarantees or conditions. To the extent permitted under your local laws, the contributors exclude the implied warranties of merchantability, fitness for a particular purpose.

- **D) Payment**:

All payments are not refundable, for any reason.

- **E) Validity**:

This License Agreement is valid without signature. It becomes effective upon the user's receipt of a license key.

- **F) Developer Seat**:

"Developer Seat" means one developer using the ZZZ Project's library on his/her Workstation to perform any development. It does not include multiple developers sharing the library on one or more computers, even if their use is only part-time and/or is not concurrent.

3.0 DEFINITIONS:

Any reference in this Agreement to "day" will be a calendar day.

- **A) Content**:

"Content" means documents, codes, photographs, videos, and other graphical, textual, or audio-visual content that may be subject to copyright protection that is available through the ZZZ Projects website.

- **B) Customer Data**:

"Customer Data" means any content or other data, including all text, image files that are provided to us by, or on behalf of you, through your use of the Software for use by you or your authorized users. Customer Data does not include Submissions or any other Content or data that you submit to the Forum section or otherwise provided via the Software for public access.

- **C) Software**:

"Software" means any information, documentation, codes that ZZZ Projects made available to you under this Agreement for your support and upgrades period.

- **D) Submissions**

  "Submissions" means Content, code, comments, feedback, suggestions, information or materials that you provide via the ZZZ Projects website or any Software for public access (rather than for your personal use or use by your authorized users). Submissions do not include Customer Data.

- **E) Company Plan**

  "Company Plan" means a per-company based support and upgrade period, or other ZZZ Projects granted benefit that permits access to and account services for the Software.

- **F) We and Us**

  "We" and "us" means ZZZ Projects Inc.

- **G) You and Your**

  "You" and "Your" means the person or entity accepting this Agreement to use the Software.

License Agreements: License Text

The license text for the following commonly used licenses are included below:

- License Agreement: Apache 2.0

- License Agreement: BSD 3-Clause

- License Agreement: Creative Commons (CC0 1.0 Universal)

- License Agreement: Creative Commons Attribution 3.0 Unported (CC BY 3.0)

- License Agreement: Microsoft .NET Library

- License Agreement: Microsoft Public License (MS-PL)

- License Agreement: Microsoft Windows Azure Libraries for .NET

- License Agreement: MIT

License Agreement: Apache 2.0

Apache License Version 2.0, January 2004

http://www.apache.org/licenses/

TERMS AND CONDITIONS FOR USE, REPRODUCTION, AND DISTRIBUTION

1. Definitions.

   "License" shall mean the terms and conditions for use, reproduction, and distribution as defined by Sections 1 through 9 of this document.

   "Licensor" shall mean the copyright owner or entity authorized by the copyright owner that is granting the License.

   "Legal Entity" shall mean the union of the acting entity and all other entities that control, are controlled by, or are under common control with that entity. For the purposes of this definition, "control" means (i) the power, direct or indirect, to cause the direction or management of such entity, whether by contract or otherwise, or (ii) ownership of fifty percent (50%) or more of the outstanding shares, or (iii) beneficial ownership of such entity.

   "You" (or "Your") shall mean an individual or Legal Entity exercising permissions granted by this License.

   "Source" form shall mean the preferred form for making modifications, including but not limited to software source code, documentation source, and configuration files.

   "Object" form shall mean any form resulting from mechanical transformation or translation of a Source form, including but not limited to compiled object code, generated documentation, and conversions to other media types.

   "Work" shall mean the work of authorship, whether in Source or Object form, made available under the License, as indicated by a copyright notice that is included in or attached to the work (an example is provided in the APPENDIX: How to apply the Apache License to your work. below).

   "Derivative Works" shall mean any work, whether in Source or Object form, that is based on (or derived from) the Work and for which the editorial revisions, annotations, elaborations, or other modifications represent, as a whole, an original work of authorship. For the purposes of this License, Derivative Works shall not include works that remain separable from, or merely link (or bind by name) to the interfaces of, the Work and Derivative Works thereof.

"Contribution" shall mean any work of authorship, including the original version of the Work and any modifications or additions to that Work or Derivative Works thereof, that is intentionally submitted to Licensor for inclusion in the Work by the copyright owner or by an individual or Legal Entity authorized to submit on behalf of the copyright owner. For the purposes of this definition, "submitted" means any form of electronic, verbal, or written communication sent to the Licensor or its representatives, including but not limited to communication on electronic mailing lists, source code control systems, and issue tracking systems that are managed by, or on behalf of, the Licensor for the purpose of discussing and improving the Work, but excluding communication that is conspicuously marked or otherwise designated in writing by the copyright owner as "Not a Contribution."

"Contributor" shall mean Licensor and any individual or Legal Entity on behalf of whom a Contribution has been received by Licensor and subsequently incorporated within the Work.

2. Grant of Copyright License. Subject to the terms and conditions of this License, each Contributor hereby grants to You a perpetual, worldwide, non-exclusive, no-charge, royalty-free, irrevocable copyright license to reproduce, prepare Derivative Works of, publicly display, publicly perform, sublicense, and distribute the Work and such Derivative Works in Source or Object form.

3. Grant of Patent License. Subject to the terms and conditions of this License, each Contributor hereby grants to You a perpetual, worldwide, non-exclusive, no-charge, royalty-free, irrevocable (except as stated in this section) patent license to make, have made, use, offer to sell, sell, import, and otherwise transfer the Work, where such license applies only to those patent claims licensable by such Contributor that are necessarily infringed by their Contribution(s) alone or by combination of their Contribution(s) with the Work to which such Contribution(s) was submitted. If You institute patent litigation against any entity (including a cross-claim or counterclaim in a lawsuit) alleging that the Work or a Contribution incorporated within the Work constitutes direct or contributory patent infringement, then any patent licenses granted to You under this License for that Work shall terminate as of the date such litigation is filed.

4. Redistribution. You may reproduce and distribute copies of the Work or Derivative Works thereof in any medium, with or without modifications, and in Source or Object form, provided that You meet the following conditions:

(a) You must give any other recipients of the Work or Derivative Works a copy of this License; and

(b) You must cause any modified files to carry prominent notices stating that You changed the files; and

(c) You must retain, in the Source form of any Derivative Works that You distribute, all copyright, patent, trademark, and attribution notices from the Source form of the Work, excluding those notices that do not pertain to any part of the Derivative Works; and

(d) If the Work includes a "NOTICE" text file as part of its distribution, then any Derivative Works that You distribute must include a readable copy of the attribution notices contained within such NOTICE file, excluding those notices that do not pertain to any part of the Derivative Works, in at least one of the following places: within a NOTICE text file distributed as part of the Derivative Works; within the Source form or documentation, if provided along with the Derivative Works; or, within a display generated by the Derivative Works, if and wherever such third-party notices normally appear. The contents of the NOTICE file are for informational purposes only and do not modify the License. You may add Your own attribution notices within Derivative Works that You distribute, alongside or as an addendum to the NOTICE text from the Work, provided that such additional attribution notices cannot be construed as modifying the License.

You may add Your own copyright statement to Your modifications and may provide additional or different license terms and conditions for use, reproduction, or distribution of Your modifications, or for any such Derivative Works as a whole, provided Your use, reproduction, and distribution of the Work otherwise complies with the conditions stated in this License.

5. Submission of Contributions. Unless You explicitly state otherwise, any Contribution intentionally submitted for inclusion in the Work by You to the Licensor shall be under the terms and conditions of this License, without any additional terms or conditions.

Notwithstanding the above, nothing herein shall supersede or modify the terms of any separate license agreement you may have executed with Licensor regarding such Contributions.

6. Trademarks. This License does not grant permission to use the trade names, trademarks, service marks, or product names of the Licensor, except as required for reasonable and customary use in describing the origin of the Work and reproducing the content of the NOTICE file.

7. Disclaimer of Warranty. Unless required by applicable law or agreed to in writing, Licensor provides the Work (and each Contributor provides its Contributions) on an "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied, including, without limitation, any warranties or conditions of TITLE, NON-INFRINGEMENT, MERCHANTABILITY, or FITNESS FOR A PARTICULAR PURPOSE. You are solely responsible for determining the appropriateness of using or redistributing the Work and assume any risks associated with Your exercise of permissions under this License.

8. Limitation of Liability. In no event and under no legal theory, whether in tort (including negligence), contract, or otherwise, unless required by applicable law (such as deliberate and grossly negligent acts) or agreed to in writing, shall any Contributor be liable to You for damages, including any direct, indirect, special, incidental, or consequential damages of any character arising as a result of this License or out of the use or inability to use the Work (including but not limited to damages for loss of goodwill, work stoppage, computer failure or malfunction, or any and all other commercial damages or losses), even if such Contributor has been advised of the possibility of such damages.

9. Accepting Warranty or Additional Liability. While redistributing the Work or Derivative Works thereof, You may choose to offer, and charge a fee for, acceptance of support, warranty, indemnity, or other liability obligations and/or rights consistent with this License. However, in accepting such obligations, You may act only on Your own behalf and on Your sole responsibility, not on behalf of any other Contributor, and only if You agree to indemnify, defend, and hold each Contributor harmless for any liability incurred by, or claims asserted against, such Contributor by reason of your accepting any such warranty or additional liability.

END OF TERMS AND CONDITIONS

APPENDIX: How to apply the Apache License to your work.

To apply the Apache License to your work, attach the following boilerplate notice, with the fields enclosed by brackets "[]" replaced with your own identifying information. (Don't include the brackets!) The text should be enclosed in the appropriate comment syntax for the file format. We also recommend that a file or class name and description of purpose be included on the same "printed page" as the copyright notice for easier identification within third-party archives.

Copyright [yyyy] [name of copyright owner]

Licensed under the Apache License, Version 2.0 (the "License"); you may not use this file except in compliance with the License.

You may obtain a copy of the License at http://www.apache.org/licenses/LICENSE-2.0

Unless required by applicable law or agreed to in writing, software distributed under the License is distributed on an "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.

See the License for the specific language governing permissions and limitations under the License.

License Agreement: BSD 3-Clause

The BSD License

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

- Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

- Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

- Neither the name of the author nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

License Agreement: Creative Commons (CC0 1.0 Universal)

CC0 1.0 Universal License

CREATIVE COMMONS CORPORATION IS NOT A LAW FIRM AND DOES NOT PROVIDE LEGAL SERVICES. DISTRIBUTION OF THIS DOCUMENT DOES NOT CREATE AN ATTORNEY-CLIENT RELATIONSHIP. CREATIVE COMMONS PROVIDES THIS INFORMATION ON AN "AS-IS" BASIS. CREATIVE COMMONS MAKES NO WARRANTIES REGARDING THE USE OF THIS DOCUMENT OR THE INFORMATION OR WORKS PROVIDED HEREUNDER, AND DISCLAIMS LIABILITY FOR DAMAGES RESULTING FROM THE USE OF THIS DOCUMENT OR THE INFORMATION OR WORKS PROVIDED HEREUNDER.

Statement of Purpose

The laws of most jurisdictions throughout the world automatically confer exclusive Copyright and Related Rights (defined below) upon the creator and subsequent owner(s) (each and all, an "owner") of an original work of authorship and/or a database (each, a "Work").

Certain owners wish to permanently relinquish those rights to a Work for the purpose of contributing to a commons of creative, cultural and scientific works ("Commons") that the public can reliably and without fear of later claims of infringement build upon, modify, incorporate in other works, reuse and redistribute as freely as possible in any form whatsoever and for any purposes, including without limitation commercial purposes. These owners may contribute to the Commons to promote the ideal of a free culture and the further production of creative, cultural and scientific works, or to gain reputation or greater distribution for their Work in part through the use and efforts of others.

For these and/or other purposes and motivations, and without any expectation of additional consideration or compensation, the person associating CC0 with a Work (the "Affirmer"), to the extent that he or she is an owner of Copyright and Related Rights in the Work, voluntarily elects to apply CC0 to the Work and publicly distribute the Work under its terms, with knowledge of his or her Copyright and Related Rights in the Work and the meaning and intended legal effect of CC0 on those rights.

1. Copyright and Related Rights. A Work made available under CC0 may be protected by copyright and related or neighboring rights ("Copyright and Related Rights"). Copyright and Related Rights include, but are not limited to, the following:

i. the right to reproduce, adapt, distribute, perform, display, communicate, and translate a Work;

ii. moral rights retained by the original author(s) and/or performer(s);

iii. publicity and privacy rights pertaining to a person's image or likeness depicted in a Work;

iv. rights protecting against unfair competition in regards to a Work, subject to the limitations in paragraph 4(a), below;

v. rights protecting the extraction, dissemination, use and reuse of data in a Work;

vi. database rights (such as those arising under Directive 96/9/EC of the European Parliament and of the Council of 11 March 1996 on the legal protection of databases, and under any national implementation thereof, including any amended or successor version of such directive); and

vii. other similar, equivalent or corresponding rights throughout the world based on applicable law or treaty, and any national implementations thereof.

2. Waiver. To the greatest extent permitted by, but not in contravention of, applicable law, Affirmer hereby overtly, fully, permanently, irrevocably and unconditionally waives, abandons, and surrenders all of Affirmer's Copyright and Related Rights and associated claims and causes of action, whether now known or unknown (including existing as well as future claims and causes of action), in the Work (i) in all territories worldwide, (ii) for the maximum duration provided by applicable law or treaty (including future time extensions), (iii) in any current or future medium and for any number of copies, and (iv) for any purpose whatsoever, including without limitation commercial, advertising or promotional purposes (the "Waiver"). Affirmer makes the Waiver for the benefit of each member of the public at large and to the detriment of Affirmer's heirs and successors, fully intending that such Waiver shall not be subject to revocation, rescission, cancellation, termination, or any other legal or equitable action to disrupt the quiet enjoyment of the Work by the public as contemplated by Affirmer's express Statement of Purpose.

3. Public License Fallback. Should any part of the Waiver for any reason be judged legally invalid or ineffective under applicable law, then the Waiver shall be preserved to the maximum extent permitted taking into account Affirmer's express Statement of Purpose. In addition, to the extent the Waiver is so judged Affirmer hereby grants to each affected person a royalty-free, non transferable, non sublicensable, non exclusive, irrevocable and unconditional license to exercise Affirmer's Copyright and Related Rights in the Work (i) in all territories worldwide, (ii) for the maximum duration provided by applicable law or treaty (including future time extensions), (iii) in any current or future medium and for any number of copies, and (iv) for any purpose whatsoever, including without limitation commercial, advertising or promotional purposes (the "License"). The License shall be deemed effective as of the date CC0 was applied by Affirmer to the Work. Should any part of the License for any reason be judged legally invalid or ineffective under applicable law, such partial invalidity or ineffectiveness shall not invalidate the remainder of the License, and in such case Affirmer hereby affirms that he or she will not (i) exercise any of his or her remaining

Copyright and Related Rights in the Work or (ii) assert any associated claims and causes of action with respect to the Work, in either case contrary to Affirmer's express Statement of Purpose.

4. Limitations and Disclaimers.

a. No trademark or patent rights held by Affirmer are waived, abandoned, surrendered, licensed or otherwise affected by this document.

b. Affirmer offers the Work as-is and makes no representations or warranties of any kind concerning the Work, express, implied, statutory or otherwise, including without limitation warranties of title, merchantability, fitness for a particular purpose, non infringement, or the absence of latent or other defects, accuracy, or the present or absence of errors, whether or not discoverable, all to the greatest extent permissible under applicable law.

c. Affirmer disclaims responsibility for clearing rights of other persons that may apply to the Work or any use thereof, including without limitation any person's Copyright and Related Rights in the Work. Further, Affirmer disclaims responsibility for obtaining any necessary consents, permissions or other rights required for any use of the Work.

d. Affirmer understands and acknowledges that Creative Commons is not a party to this document and has no duty or obligation with respect to this CC0 or use of the Work.

Additional languages available: Ελληνικά, Español, euskara, suomeksi, français, hrvatski, italiano, 日本語, 한국어, Lietuvių, latviski, Nederlands, polski, română, Slovenščina, svenska, 中文, 華語. Please read the FAQ for more information about official translations

License Agreement: Creative Commons Attribution 3.0 Unported (CC BY 3.0)

CREATIVE COMMONS CORPORATION IS NOT A LAW FIRM AND DOES NOT PROVIDE LEGAL SERVICES. DISTRIBUTION OF THIS LICENSE DOES NOT CREATE AN ATTORNEY-CLIENT RELATIONSHIP. CREATIVE COMMONS PROVIDES THIS INFORMATION ON AN "AS-IS" BASIS. CREATIVE COMMONS MAKES NO WARRANTIES REGARDING THE INFORMATION PROVIDED, AND DISCLAIMS LIABILITY FOR DAMAGES RESULTING FROM ITS USE.

License

THE WORK (AS DEFINED BELOW) IS PROVIDED UNDER THE TERMS OF THIS CREATIVE COMMONS PUBLIC LICENSE ("CCPL" OR "LICENSE"). THE WORK IS PROTECTED BY COPYRIGHT AND/OR OTHER APPLICABLE LAW. ANY USE OF THE WORK OTHER THAN AS AUTHORIZED UNDER THIS LICENSE OR COPYRIGHT LAW IS PROHIBITED.

BY EXERCISING ANY RIGHTS TO THE WORK PROVIDED HERE, YOU ACCEPT AND AGREE TO BE BOUND BY THE TERMS OF THIS LICENSE. TO THE EXTENT THIS LICENSE MAY BE CONSIDERED TO BE A CONTRACT, THE LICENSOR GRANTS YOU THE RIGHTS CONTAINED HERE IN CONSIDERATION OF YOUR ACCEPTANCE OF SUCH TERMS AND CONDITIONS.

1. **Definitions**

   a. "**Adaptation**" means a work based upon the Work, or upon the Work and other pre-existing works, such as a translation, adaptation, derivative work, arrangement of music or other alterations of a literary or artistic work, or phonogram or performance and includes cinematographic adaptations or any other form in which the Work may be recast, transformed, or adapted including in any form recognizably derived from the original, except that a work that constitutes a Collection will not be considered an Adaptation for the purpose of this License. For the avoidance of doubt, where the Work is a musical work, performance or phonogram, the synchronization of the Work in timed-relation with a moving image ("synching") will be considered an Adaptation for the purpose of this License.

   b. "**Collection**" means a collection of literary or artistic works, such as encyclopedias and anthologies, or performances, phonograms or broadcasts, or other works or subject matter other than works listed in Section 1(f) below, which, by reason of the selection and arrangement of their contents, constitute intellectual creations, in which the Work is included in its entirety in unmodified form along with one or more other contributions, each constituting separate and

independent works in themselves, which together are assembled into a collective whole. A work that constitutes a Collection will not be considered an Adaptation (as defined above) for the purposes of this License.

c. "**Distribute**" means to make available to the public the original and copies of the Work or Adaptation, as appropriate, through sale or other transfer of ownership.

d. "**Licensor**" means the individual, individuals, entity or entities that offer(s) the Work under the terms of this License.

e. "**Original Author**" means, in the case of a literary or artistic work, the individual, individuals, entity or entities who created the Work or if no individual or entity can be identified, the publisher; and in addition (i) in the case of a performance the actors, singers, musicians, dancers, and other persons who act, sing, deliver, declaim, play in, interpret or otherwise perform literary or artistic works or expressions of folklore; (ii) in the case of a phonogram the producer being the person or legal entity who first fixes the sounds of a performance or other sounds; and, (iii) in the case of broadcasts, the organization that transmits the broadcast.

f. "**Work**" means the literary and/or artistic work offered under the terms of this License including without limitation any production in the literary, scientific and artistic domain, whatever may be the mode or form of its expression including digital form, such as a book, pamphlet and other writing; a lecture, address, sermon or other work of the same nature; a dramatic or dramatico-musical work; a choreographic work or entertainment in dumb show; a musical composition with or without words; a cinematographic work to which are assimilated works expressed by a process analogous to cinematography; a work of drawing, painting, architecture, sculpture, engraving or lithography; a photographic work to which are assimilated works expressed by a process analogous to photography; a work of applied art; an illustration, map, plan, sketch or three-dimensional work relative to geography, topography, architecture or science; a performance; a broadcast; a phonogram; a compilation of data to the extent it is protected as a copyrightable work; or a work performed by a variety or circus performer to the extent it is not otherwise considered a literary or artistic work.

g. "**You**" means an individual or entity exercising rights under this License who has not previously violated the terms of this License with respect to the Work, or who has received express permission from the Licensor to exercise rights under this License despite a previous violation.

h. "**Publicly Perform**" means to perform public recitations of the Work and to communicate to the public those public recitations, by any means or process, including by wire or wireless means or public digital performances; to make available to the public Works in such a way that members of the public may access these Works from a place and at a place individually chosen by them; to perform the Work to the public by any means or process and the communication to the public of the performances of the Work, including by public digital performance; to broadcast and rebroadcast the Work by any means including signs, sounds or images.

i. "**Reproduce**" means to make copies of the Work by any means including without limitation by sound or visual recordings and the right of fixation and reproducing fixations of the Work, including storage of a protected performance or phonogram in digital form or other electronic medium.

2. **Fair Dealing Rights**. Nothing in this License is intended to reduce, limit, or restrict any uses free from copyright or rights arising from limitations or exceptions that are provided for in connection with the copyright protection under copyright law or other applicable laws.

3. **License Grant**. Subject to the terms and conditions of this License, Licensor hereby grants You a worldwide, royalty-free, non-exclusive, perpetual (for the duration of the applicable copyright) license to exercise the rights in the Work as stated below:

   a. to Reproduce the Work, to incorporate the Work into one or more Collections, and to Reproduce the Work as incorporated in the Collections;

   b. to create and Reproduce Adaptations provided that any such Adaptation, including any translation in any medium, takes reasonable steps to clearly label, demarcate or otherwise identify that changes were made to the original Work. For example, a translation could be marked "The original work was translated from English to Spanish," or a modification could indicate "The original work has been modified.";

   c. to Distribute and Publicly Perform the Work including as incorporated in Collections; and,

   d. to Distribute and Publicly Perform Adaptations.

   e. For the avoidance of doubt:

      i. **Non-waivable Compulsory License Schemes**. In those jurisdictions in which the right to collect royalties through any statutory or compulsory licensing scheme cannot be waived, the Licensor reserves the exclusive right to collect such royalties for any exercise by You of the rights granted

under this License;

ii. **Waivable Compulsory License Schemes**. In those jurisdictions in which the right to collect royalties through any statutory or compulsory licensing scheme can be waived, the Licensor waives the exclusive right to collect such royalties for any exercise by You of the rights granted under this License; and,

iii. **Voluntary License Schemes**. The Licensor waives the right to collect royalties, whether individually or, in the event that the Licensor is a member of a collecting society that administers voluntary licensing schemes, via that society, from any exercise by You of the rights granted under this License.

The above rights may be exercised in all media and formats whether now known or hereafter devised. The above rights include the right to make such modifications as are technically necessary to exercise the rights in other media and formats. Subject to Section 8(f), all rights not expressly granted by Licensor are hereby reserved.

4. **Restrictions**. The license granted in Section 3 above is expressly made subject to and limited by the following restrictions:

a. You may Distribute or Publicly Perform the Work only under the terms of this License. You must include a copy of, or the Uniform Resource Identifier (URI) for, this License with every copy of the Work You Distribute or Publicly Perform. You may not offer or impose any terms on the Work that restrict the terms of this License or the ability of the recipient of the Work to exercise the rights granted to that recipient under the terms of the License. You may not sublicense the Work. You must keep intact all notices that refer to this License and to the disclaimer of warranties with every copy of the Work You Distribute or Publicly Perform. When You Distribute or Publicly Perform the Work, You may not impose any effective technological measures on the Work that restrict the ability of a recipient of the Work from You to exercise the rights granted to that recipient under the terms of the License. This Section 4(a) applies to the Work as incorporated in a Collection, but this does not require the Collection apart from the Work itself to be made subject to the terms of this License. If You create a Collection, upon notice from any Licensor You must, to the extent practicable, remove from the Collection any credit as required by Section 4(b), as requested. If You create an Adaptation, upon notice from any Licensor You must, to the extent practicable, remove from the Adaptation any credit as required by Section 4(b), as requested.

b. If You Distribute, or Publicly Perform the Work or any Adaptations or Collections, You must, unless a request has been made pursuant to Section 4(a), keep intact all copyright notices for the Work and provide, reasonable to the medium or means You are utilizing: (i) the name of the Original Author (or pseudonym, if applicable) if supplied, and/or if the Original Author and/or Licensor designate another party or parties (e.g., a sponsor institute, publishing entity, journal) for attribution ("Attribution Parties") in Licensor's copyright notice, terms of service or by other reasonable means, the name of such party or parties; (ii) the title of the Work if supplied; (iii) to the extent reasonably practicable, the URI, if any, that Licensor specifies to be associated with the Work, unless such URI does not refer to the copyright notice or licensing information for the Work; and (iv) , consistent with Section 3(b), in the case of an Adaptation, a credit identifying the use of the Work in the Adaptation (e.g., "French translation of the Work by Original Author," or "Screenplay based on original Work by Original Author"). The credit required by this Section 4 (b) may be implemented in any reasonable manner; provided, however, that in the case of a Adaptation or Collection, at a minimum such credit will appear, if a credit for all contributing authors of the Adaptation or Collection appears, then as part of these credits and in a manner at least as prominent as the credits for the other contributing authors. For the avoidance of doubt, You may only use the credit required by this Section for the purpose of attribution in the manner set out above and, by exercising Your rights under this License, You may not implicitly or explicitly assert or imply any connection with, sponsorship or endorsement by the Original Author, Licensor and/or Attribution Parties, as appropriate, of You or Your use of the Work, without the separate, express prior written permission of the Original Author, Licensor and/or Attribution Parties.

c. Except as otherwise agreed in writing by the Licensor or as may be otherwise permitted by applicable law, if You Reproduce, Distribute or Publicly Perform the Work either by itself or as part of any Adaptations or Collections, You must not distort, mutilate, modify or take other derogatory action in relation to the Work which would be prejudicial to the Original Author's honor or reputation. Licensor agrees that in those jurisdictions (e.g. Japan), in which any exercise of the right granted in Section 3(b) of this License (the right to make Adaptations) would be deemed to be a distortion, mutilation, modification or other derogatory action prejudicial to the Original Author's honor and reputation, the Licensor will waive or not assert, as appropriate, this Section, to the fullest extent permitted by the applicable national law, to enable You to reasonably exercise Your right under Section 3(b) of this License (right to make Adaptations) but not otherwise.

5. **Representations, Warranties and Disclaimer**

UNLESS OTHERWISE MUTUALLY AGREED TO BY THE PARTIES IN WRITING, LICENSOR OFFERS THE WORK AS-IS AND MAKES NO REPRESENTATIONS OR WARRANTIES OF ANY KIND CONCERNING THE WORK, EXPRESS, IMPLIED, STATUTORY OR OTHERWISE, INCLUDING, WITHOUT LIMITATION, WARRANTIES OF TITLE, MERCHANTIBILITY, FITNESS FOR A PARTICULAR PURPOSE, NONINFRINGEMENT, OR THE ABSENCE OF LATENT OR OTHER DEFECTS, ACCURACY, OR THE PRESENCE OF ABSENCE OF ERRORS, WHETHER OR NOT DISCOVERABLE. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO SUCH EXCLUSION MAY NOT APPLY TO YOU.

6. **Limitation on Liability**. EXCEPT TO THE EXTENT REQUIRED BY APPLICABLE LAW, IN NO EVENT WILL LICENSOR BE LIABLE TO YOU ON ANY LEGAL THEORY FOR ANY SPECIAL, INCIDENTAL, CONSEQUENTIAL, PUNITIVE OR EXEMPLARY DAMAGES ARISING OUT OF THIS LICENSE OR THE USE OF THE WORK, EVEN IF LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

7. **Termination**

   a. This License and the rights granted hereunder will terminate automatically upon any breach by You of the terms of this License. Individuals or entities who have received Adaptations or Collections from You under this License, however, will not have their licenses terminated provided such individuals or entities remain in full compliance with those licenses. Sections 1, 2, 5, 6, 7, and 8 will survive any termination of this License.

   b. Subject to the above terms and conditions, the license granted here is perpetual (for the duration of the applicable copyright in the Work). Notwithstanding the above, Licensor reserves the right to release the Work under different license terms or to stop distributing the Work at any time; provided, however that any such election will not serve to withdraw this License (or any other license that has been, or is required to be, granted under the terms of this License), and this License will continue in full force and effect unless terminated as stated above.

8. **Miscellaneous**

   a. Each time You Distribute or Publicly Perform the Work or a Collection, the Licensor offers to the recipient a license to the Work on the same terms and conditions as the license granted to You under this License.

   b. Each time You Distribute or Publicly Perform an Adaptation, Licensor offers to the recipient a license to the original Work on the same terms and conditions as the license granted to You under this License.

c. If any provision of this License is invalid or unenforceable under applicable law, it shall not affect the validity or enforceability of the remainder of the terms of this License, and without further action by the parties to this agreement, such provision shall be reformed to the minimum extent necessary to make such provision valid and enforceable.

d. No term or provision of this License shall be deemed waived and no breach consented to unless such waiver or consent shall be in writing and signed by the party to be charged with such waiver or consent.

e. This License constitutes the entire agreement between the parties with respect to the Work licensed here. There are no understandings, agreements or representations with respect to the Work not specified here. Licensor shall not be bound by any additional provisions that may appear in any communication from You. This License may not be modified without the mutual written agreement of the Licensor and You.

f. The rights granted under, and the subject matter referenced, in this License were drafted utilizing the terminology of the Berne Convention for the Protection of Literary and Artistic Works (as amended on September 28, 1979), the Rome Convention of 1961, the WIPO Copyright Treaty of 1996, the WIPO Performances and Phonograms Treaty of 1996 and the Universal Copyright Convention (as revised on July 24, 1971). These rights and subject matter take effect in the relevant jurisdiction in which the License terms are sought to be enforced according to the corresponding provisions of the implementation of those treaty provisions in the applicable national law. If the standard suite of rights granted under applicable copyright law includes additional rights not granted under this License, such additional rights are deemed to be included in the License; this License is not intended to restrict the license of any rights under applicable law.

Creative Commons Notice

Creative Commons is not a party to this License, and makes no warranty whatsoever in connection with the Work. Creative Commons will not be liable to You or any party on any legal theory for any damages whatsoever, including without limitation any general, special, incidental or consequential damages arising in connection to this license. Notwithstanding the foregoing two (2) sentences, if Creative Commons has expressly identified itself as the Licensor hereunder, it shall have all rights and obligations of Licensor.

Except for the limited purpose of indicating to the public that the Work is licensed under the CCPL, Creative Commons does not authorize the use by either party of the trademark "Creative Commons" or any related trademark or logo of Creative Commons without the prior written consent of Creative Commons. Any permitted use will be in compliance with Creative

Commons' then-current trademark usage guidelines, as may be published on its website or otherwise made available upon request from time to time. For the avoidance of doubt, this trademark restriction does not form part of this License.

Creative Commons may be contacted at https://creativecommons.org/.

License Agreement: Microsoft .NET Library

MICROSOFT SOFTWARE LICENSE TERMS

MICROSOFT .NET LIBRARY

These license terms are an agreement between you and Microsoft Corporation (or based on where you live, one of its affiliates). They apply to the software named above. The terms also apply to any Microsoft services or updates for the software, except to the extent those have different terms.

IF YOU COMPLY WITH THESE LICENSE TERMS, YOU HAVE THE RIGHTS BELOW.

1. **INSTALLATION AND USE RIGHTS.**

   You may install and use any number of copies of the software to develop and test your applications.

2. **THIRD PARTY COMPONENTS.** The software may include third party components with separate legal notices or governed by other agreements, as may be described in the ThirdPartyNotices file(s) accompanying the software.

3. **ADDITIONAL LICENSING REQUIREMENTS AND/OR USE RIGHTS.**

   a. **DISTRIBUTABLE CODE.** The software is comprised of Distributable Code. "Distributable Code" is code that you are permitted to distribute in applications you develop if you comply with the terms below.

      i. **Right to Use and Distribute**.

         • You may copy and distribute the object code form of the software.

         • Third Party Distribution. You may permit distributors of your applications to copy and distribute the Distributable Code as part of those applications.

      ii. **Distribution Requirements. For any Distributable Code you distribute, you must**

         • use the Distributable Code in your applications and not as a standalone distribution;

         • require distributors and external end users to agree to terms that protect it at least as much as this agreement; and

- indemnify, defend, and hold harmless Microsoft from any claims, including attorneys' fees, related to the distribution or use of your applications, except to the extent that any claim is based solely on the unmodified Distributable Code.

iii. **Distribution Restrictions. You may not**

- use Microsoft's trademarks in your applications' names or in a way that suggests your applications come from or are endorsed by Microsoft; or

- modify or distribute the source code of any Distributable Code so that any part of it becomes subject to an Excluded License. An "Excluded License" is one that requires, as a condition of use, modification or distribution of code, that (i) it be disclosed or distributed in source code form; or (ii) others have the right to modify it.

4. **DATA**.

a. **Data Collection**. The software may collect information about you and your use of the software, and send that to Microsoft. Microsoft may use this information to provide services and improve our products and services. You may opt-out of many of these scenarios, but not all, as described in the software documentation. There are also some features in the software that may enable you and Microsoft to collect data from users of your applications. If you use these features, you must comply with applicable law, including providing appropriate notices to users of your applications together with Microsoft's privacy statement. Our privacy statement is located at [https://go.-microsoft.com/fwlink/?LinkID=824704](https://go.microsoft.com/fwlink/?LinkID=824704). You can learn more about data collection and its use from the software documentation and our privacy statement. Your use of the software operates as your consent to these practices.

b. **Processing of Personal Data**. To the extent Microsoft is a processor or sub-processor of personal data in connection with the software, Microsoft makes the commitments in the European Union General Data Protection Regulation Terms of the Online Services Terms to all customers effective May 25, 2018, at [https://-docs.microsoft.com/en-us/legal/gdpr](https://docs.microsoft.com/en-us/legal/gdpr).

5. **SCOPE OF LICENSE**. The software is licensed, not sold. This agreement only gives you some rights to use the software. Microsoft reserves all other rights. Unless applicable law gives you more rights despite this limitation, you may use the software only as expressly permitted in this agreement. In doing so, you must comply with any technical limitations in the software that only allow you to use it in certain ways. You may not

- work around any technical limitations in the software;

- reverse engineer, decompile or disassemble the software, or otherwise attempt to derive the source code for the software, except and to the extent required by third party licensing terms governing use of certain open source components that may be included in the software;

- remove, minimize, block or modify any notices of Microsoft or its suppliers in the software;

- use the software in any way that is against the law; or

- share, publish, rent or lease the software, provide the software as a stand-alone offering for others to use, or transfer the software or this agreement to any third party.

6. **EXPORT RESTRICTIONS**. You must comply with all domestic and international export laws and regulations that apply to the software, which include restrictions on destinations, end users, and end use. For further information on export restrictions, visit www.microsoft.com/exporting.

7. **SUPPORT SERVICES**. Because this software is "as is," we may not provide support services for it.

8. **ENTIRE AGREEMENT**. This agreement, and the terms for supplements, updates, Internet-based services and support services that you use, are the entire agreement for the software and support services.

9. **APPLICABLE LAW**. If you acquired the software in the United States, Washington law applies to interpretation of and claims for breach of this agreement, and the laws of the state where you live apply to all other claims. If you acquired the software in any other country, its laws apply.

10. **CONSUMER RIGHTS; REGIONAL VARIATIONS**. This agreement describes certain legal rights. You may have other rights, including consumer rights, under the laws of your state or country. Separate and apart from your relationship with Microsoft, you may also have rights with respect to the party from which you acquired the software. This agreement does not change those other rights if the laws of your state or country do not permit it to do so. For example, if you acquired the software in one of the below regions, or mandatory country law applies, then the following provisions apply to you:

    a. **Australia**. You have statutory guarantees under the Australian Consumer Law and nothing in this agreement is intended to affect those rights.

b. **Canada**. If you acquired this software in Canada, you may stop receiving updates by turning off the automatic update feature, disconnecting your device from the Internet (if and when you re-connect to the Internet, however, the software will resume checking for and installing updates), or uninstalling the software. The product documentation, if any, may also specify how to turn off updates for your specific device or software.

c. **Germany and Austria**.

    i. **Warranty**. The software will perform substantially as described in any Microsoft materials that accompany it. However, Microsoft gives no contractual guarantee in relation to the software.

    ii. **Limitation of Liability**. In case of intentional conduct, gross negligence, claims based on the Product Liability Act, as well as in case of death or personal or physical injury, Microsoft is liable according to the statutory law.

Subject to the foregoing clause (ii), Microsoft will only be liable for slight negligence if Microsoft is in breach of such material contractual obligations, the fulfillment of which facilitate the due performance of this agreement, the breach of which would endanger the purpose of this agreement and the compliance with which a party may constantly trust in (so-called "cardinal obligations"). In other cases of slight negligence, Microsoft will not be liable for slight negligence

11. **DISCLAIMER OF WARRANTY. THE SOFTWARE IS LICENSED "AS-IS." YOU BEAR THE RISK OF USING IT. MICROSOFT GIVES NO EXPRESS WARRANTIES, GUARANTEES OR CONDITIONS. TO THE EXTENT PERMITTED UNDER YOUR LOCAL LAWS, MICROSOFT EXCLUDES THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT**.

12. **LIMITATION ON AND EXCLUSION OF REMEDIES AND DAMAGES. YOU CAN RECOVER FROM MICROSOFT AND ITS SUPPLIERS ONLY DIRECT DAMAGES UP TO U.S. $5.00. YOU CANNOT RECOVER ANY OTHER DAMAGES, INCLUDING CONSEQUENTIAL, LOST PROFITS, SPECIAL, INDIRECT OR INCIDENTAL DAMAGES**.

This limitation applies to (a) anything related to the software, services, content (including code) on third party Internet sites, or third party applications; and (b) claims for breach of contract, breach of warranty, guarantee or condition, strict liability, negligence, or other tort to the extent permitted by applicable law.

It also applies even if Microsoft knew or should have known about the possibility of the damages. The above limitation or exclusion may not apply to you because your state or country may not allow the exclusion or limitation of incidental, consequential or other damages.

semperis

License Agreement: Microsoft Public License (MS-PL)

Microsoft Public License (MS-PL)

This license governs use of the accompanying software. If you use the software, you accept this license. If you do not accept the license, do not use the software.

1. Definitions

   The terms "reproduce," "reproduction," "derivative works," and "distribution" have the same meaning here as under U.S. copyright law.

   A "contribution" is the original software, or any additions or changes to the software. A "contributor" is any person that distributes its contribution under this license.

   "Licensed patents" are a contributor's patent claims that read directly on its contribution.

2. Grant of Rights

   (A) Copyright Grant- Subject to the terms of this license, including the license conditions and limitations in section 3, each contributor grants you a non-exclusive, worldwide, royalty-free copyright license to reproduce its contribution, prepare derivative works of its contribution, and distribute its contribution or any derivative works that you create.

   (B) Patent Grant- Subject to the terms of this license, including the license conditions and limitations in section 3, each contributor grants you a non-exclusive, worldwide, royalty-free license under its licensed patents to make, have made, use, sell, offer for sale, import, and/or otherwise dispose of its contribution in the software or derivative works of the contribution in the software.

3. Conditions and Limitations

   (A) No Trademark License- This license does not grant you rights to use any contributors' name, logo, or trademarks.

   (B) If you bring a patent claim against any contributor over patents that you claim are infringed by the software, your patent license from such contributor to the software ends automatically.

   (C) If you distribute any portion of the software, you must retain all copyright, patent, trademark, and attribution notices that are present in the software.

(D) If you distribute any portion of the software in source code form, you may do so only under this license by including a complete copy of this license with your distribution. If you distribute any portion of the software in compiled or object code form, you may only do so under a license that complies with this license.

(E) The software is licensed "as-is." You bear the risk of using it. The contributors give no express warranties, guarantees or conditions. You may have additional consumer rights under your local laws which this license cannot change. To the extent permitted under your local laws, the contributors exclude the implied warranties of merchantability, fitness for a particular purpose and non-infringement.

License Agreement: Microsoft Windows Azure Libraries for .NET

MICROSOFT SOFTWARE LICENSE TERMS

MICROSOFT WINDOWS AZURE SOFTWARE DEVELOPMENT KIT, AND FOR MICROSOFT WINDOWS AZURE LIBRARIES FOR .NET

These license terms are an agreement between Microsoft Corporation (or based on where you live, one of its affiliates) and you. Please read them. They apply to the software named above, which includes the media on which you received it, if any. The terms also apply to any Microsoft

- updates,

- supplements,

- Internet-based services, and

- support services

for this software, unless other terms accompany those items. If so, those terms apply.

By using the software, you accept these terms. If you do not accept them, do not use the software.

If you comply with these license terms, you have the rights below.

1. **INSTALLATION AND USE RIGHTS**. You may install and use any number of copies of the software on your devices to design, develop and test your programs for use with Windows Azure.

2. **ADDITIONAL LICENSING REQUIREMENTS AND/OR USE RIGHTS.**

   a. **Distributable Code**. The software contains code that you are permitted to distribute in programs you develop if you comply with the terms below.

      i. **Right to Use and Distribute. The code and text files listed below are "Distributable Code."**

         - REDIST.TXT Files. You may copy and distribute the object code form of any code listed in REDIST.TXT files.

- Sample Code. You may modify, copy, and distribute the source and object code form of any code marked as "sample."

- Binary Packages. The software may produce "Binary Packages" of code with a ".cspkg" extension that incorporate both your programs and Microsoft code. You may distribute such Microsoft code only in the form of the Binary Packages as produced by the software.

Third Party Distribution. You may permit distributors of your programs to copy and distribute the Distributable Code as part of those programs.

ii. **Distribution Requirements. For any Distributable Code you distribute, you must**

- add significant primary functionality to it in your programs;

- require distributors and external end users to agree to terms that protect it at least as much as this agreement;

- display your valid copyright notice on your programs; and

- indemnify, defend, and hold harmless Microsoft from any claims, including attorneys' fees, related to the distribution or use of your programs.

iii. **Distribution Restrictions. You may not**

- alter any copyright, trademark or patent notice in the Distributable Code;

- use Microsoft's trademarks in your programs' names or in a way that suggests your programs come from or are endorsed by Microsoft;

- distribute Distributable Code other than in a form that works with Windows Azure;

- in the case of Microsoft code included in Binary Packages, extract such Microsoft code from the Binary Packages or use such Microsoft code other than in the process of running your programs on Windows Azure;

- include Distributable Code in malicious, deceptive or unlawful programs; or

- modify or distribute the source code of any Distributable Code so that any part of it becomes subject to an Excluded License. An Excluded License is one that requires, as a condition of use,

modification or distribution, that

- the code be disclosed or distributed in source code form; or

- others have the right to modify it.

3. **SCOPE OF LICENSE**. The software is licensed, not sold. This agreement only gives you some rights to use the software. Microsoft reserves all other rights. Unless applicable law gives you more rights despite this limitation, you may use the software only as expressly permitted in this agreement. In doing so, you must comply with any technical limitations in the software that only allow you to use it in certain ways. You may not

- work around any technical limitations in the software;

- reverse engineer, decompile or disassemble the software or Binary Packages, except and only to the extent that applicable law expressly permits, despite this limitation;

- publish the software for others to copy; or

- rent, lease or lend the software.

4. **TRANSFER TO A THIRD PARTY**. The first user of the software may transfer it and this agreement directly to a third party. Before the transfer, that party must agree that this agreement applies to the transfer and use of the software. The first user must uninstall the software before transferring it. The first user may not retain any copies.

5. **DOCUMENTATION**. Any person that has valid access to your computer or internal network may copy and use the documentation for your internal, reference purposes.

6. **EXPORT RESTRICTIONS**. The software is subject to United States export laws and regulations. You must comply with all domestic and international export laws and regulations that apply to the software. These laws include restrictions on destinations, end users and end use. For additional information, see www.microsoft.com/exporting.

7. **SUPPORT SERVICES**. Because this software is "as is," we may not provide support services for it.

8. **ENTIRE AGREEMENT**. This agreement, and the terms for supplements, updates, Internet-based services and support services that you use, are the entire agreement for the software and support services.

9. **APPLICABLE LAW**.

a. **United States**. If you acquired the software in the United States, Washington state law governs the interpretation of this agreement and applies to claims for breach of it, regardless of conflict of laws principles. The laws of the state where you live govern all other claims, including claims under state consumer protection laws, unfair competition laws, and in tort.

b. **Outside the United States**. If you acquired the software in any other country, the laws of that country apply.

10. **LEGAL EFFECT**. This agreement describes certain legal rights. You may have other rights under the laws of your country. You may also have rights with respect to the party from whom you acquired the software. This agreement does not change your rights under the laws of your country if the laws of your country do not permit it to do so.

11. **DISCLAIMER OF WARRANTY**. **The software is licensed "as-is." You bear the risk of using it. Microsoft gives no express warranties, guarantees or conditions. You may have additional consumer rights under your local laws which this agreement cannot change. To the extent permitted under your local laws, Microsoft excludes the implied warranties of merchantability, fitness for a particular purpose and non-infringement.**

12. **LIMITATION ON AND EXCLUSION OF REMEDIES AND DAMAGES**. **You can recover from Microsoft and its suppliers only direct damages up to U.S. $5.00. You cannot recover any other damages, including consequential, lost profits, special, indirect or incidental damages.**

This limitation applies to

- anything related to the software, services, content (including code) on third party Internet sites, or third party programs; and

- claims for breach of contract, breach of warranty, guarantee or condition, strict liability, negligence, or other tort to the extent permitted by applicable law.

It also applies even if Microsoft knew or should have known about the possibility of the damages. The above limitation or exclusion may not apply to you because your country may not allow the exclusion or limitation of incidental, consequential or other damages.

Please note: As this software is distributed in Quebec, Canada, some of the clauses in this agreement are provided below in French.

Remarque : Ce logiciel étant distribué au Québec, Canada, certaines des clauses dans ce contrat sont fournies ci-dessous en français.

EXONÉRATION DE GARANTIE. Le logiciel visé par une licence est offert « tel quel ». Toute utilisation de ce logiciel est à votre seule risque et péril. Microsoft n'accorde aucune autre garantie expresse. Vous pouvez bénéficier de droits additionnels en vertu du droit local sur la protection des consommateurs, que ce contrat ne peut modifier. La ou elles sont permises par le droit locale, les garanties implicites de qualité marchande, d'adéquation à un usage particulier et d'absence de contrefaçon sont exclues.

LIMITATION DES DOMMAGES-INTÉRÊTS ET EXCLUSION DE RESPONSABILITÉ POUR LES DOMMAGES. Vous pouvez obtenir de Microsoft et de ses fournisseurs une indemnisation en cas de dommages directs uniquement à hauteur de 5,00 $ US. Vous ne pouvez prétendre à aucune indemnisation pour les autres dommages, y compris les dommages spéciaux, indirects ou accessoires et pertes de bénéfices.

Cette limitation concerne :

- tout ce qui est relié au logiciel, aux services ou au contenu (y compris le code) figurant sur des sites Internet tiers ou dans des programmes tiers ; et
- les réclamations au titre de violation de contrat ou de garantie, ou au titre de responsabilité stricte, de négligence ou d'une autre faute dans la limite autorisée par la loi en vigueur.

Elle s'applique également, même si Microsoft connaissait ou devrait connaître l'éventualité d'un tel dommage. Si votre pays n'autorise pas l'exclusion ou la limitation de responsabilité pour les dommages indirects, accessoires ou de quelque nature que ce soit, il se peut que la limitation ou l'exclusion ci-dessus ne s'appliquera pas à votre égard.

EFFET JURIDIQUE. Le présent contrat décrit certains droits juridiques. Vous pourriez avoir d'autres droits prévus par les lois de votre pays. Le présent contrat ne modifie pas les droits que vous confèrent les lois de votre pays si celles-ci ne le permettent pas.

License Agreement: MIT

The MIT License

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.