

## Final Exam Study Guide

### Structure

The exam structure was explained in class on Nov. 17.

### Terms and Concepts

Many questions will be based around the terms listed below. You may be expected to explain the term, explain the differences between them, name the term in response to a definition, fill in a blank with the term, or relate a term to the themes explored in the class. For some of those terms, you may be expected to know who introduced the term, when, and why.

1980 amendments to US Copyright Act	foundations
501(c)(3)	free culture
Android	free software
Apache HTTP server	free-rider problem
Apple Computer Inc. v Microsoft Corp	git
Arpanet	GNU
AT&T	GPL
Autoflow	hold-up problem
Baker v Selden	IBM Share
Bayh-Dole Act	IBM unbundling
benevolent dictator	in-house development
Brooks's Law	job market signaling
BSD	letters patent
bug tracking	Linus's Law
C	Linux
cathedral vs bazaar	Lisp
centralized vs distributed revision control	Minix
Cobol	MIT hackers
commit (a noun)	network externalities
committer	open source
complementary goods	patent
Computer Software Copyright Act of 1980	permissive license
CONTU	political agnosticism
copyleft	Proposition 1609
copyright	public vs. private good
Creative Commons	rival goods
deadweight loss	SAGE
derived work	scratching an itch
Emacs	situated knowledge
ENIAC	software libre
ex post vs. ex ante	software patents
excludable good	source code
forking and forkability	Special 301 reports
Fortran	Spolsky's "five worlds"

Stationers Company  
Statute of Anne  
Statute of Monopolies  
sticky knowledge  
substitute goods  
substitute goods  
subversion  
Sun Microsystems  
targeted and blue-sky prize  
trademark

transaction costs  
TRIPS  
underinvestment  
Unix  
user innovation  
USL v BSDi  
version control system  
vertical integration  
virtual identity standard  
WIPO

## Dates

You will be expected to identify the time when events have occurred. You will not generally be expected to name specific dates or even the specific year, but you must be able to identify the time at least at the level of “the early 1970s,” “the mid 1980s,” etc.

Here are some of the things that you should be able to locate in time:

- Major events in the history of free / open source
- Major events in the history of computing
- Major events in the history of intellectual property laws

## Longer Questions

You will be given **two** of the following questions and will be asked to answer each of them with a one-paragraph answer:

1. Explain why there are open source operating systems but few open source games.
2. Provide an argument **for** intellectual property on software.
3. Provide an argument **against** intellectual property on software.
4. Provide an argument **for** government support for free / open source software.
5. Provide an argument **against** government support for free / open source software.
6. Use the notion of “sticky knowledge” to explain why production of free / open source software could be more efficient than production of proprietary software.
7. Explain why the concept of “deadweight loss” may not be the best explanation of why production of free software is more efficient than production of proprietary software.
8. Explain the concept with “network effects” with an example other than the ones used in class.
9. Does free software have a political agenda? If so, what is it?
10. Some of the best software available to day is free. On the other hand, most popular books and movies are proprietary. Explain why this might be the case.
11. Explain the role of non-profit foundation in open source software development.
12. Explain how Proposition 1609 was re-framed after a debate with Microsoft and Senator Villanueva.