



**Black Duck™**  
**Professional**  
**Services**

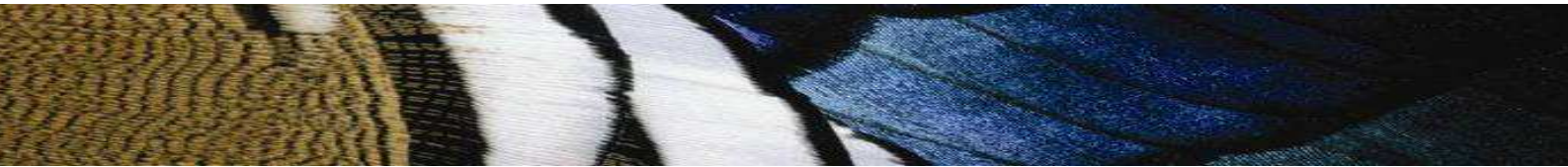
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## Professional Services Analysis

**Project:** Rustici / ScormEngine  
**Project Size:** 81.9 MB of Files / 1761 Files Analyzed  
**Declared License:** Basic Proprietary Commercial License  
**Date Completed:** September 16, 2010  
**Provided by:** Ven Deshpande, Black Duck Software  
[vdeshpande@blackducksoftware.com](mailto:vdeshpande@blackducksoftware.com)

Analysis performed using:

**Black Duck™ Suite**



|  |           |
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**DISCLAIMER:**

The production and distribution of this report is subject to the terms set forth in the agreement providing for the performance of services by Black Duck. Black Duck does not provide legal advice or perform legal analysis. For a legal analysis of the data presented in this report, Black Duck customers should consult the attorney of their choice.

# Executive Summary

The following report is a Software Asset Analysis of the ScormEngine code that is owned by Rustici Software. The goal of this analysis is to analyze the source code, binaries, and libraries which compose this project and to identify, using the best available technology and practices, the licensing requirements within this codebase.


## Assessment Summary

This assessment looked at the Rustici Software codebase that comprises the ScormEngine product. It is assumed that this codebase is distributed in a typical user install model and is not offered as a service. The scan was performed on the entire code base and none of the files were pruned prior to the scan. The assessment revealed the following:

- 80% of the files are from Rustici Software.
- Roughly 20% of the files were from open-source components.
- Some of the open-source components have permissive licenses.
- 100 files had indications of being under a reciprocal license.

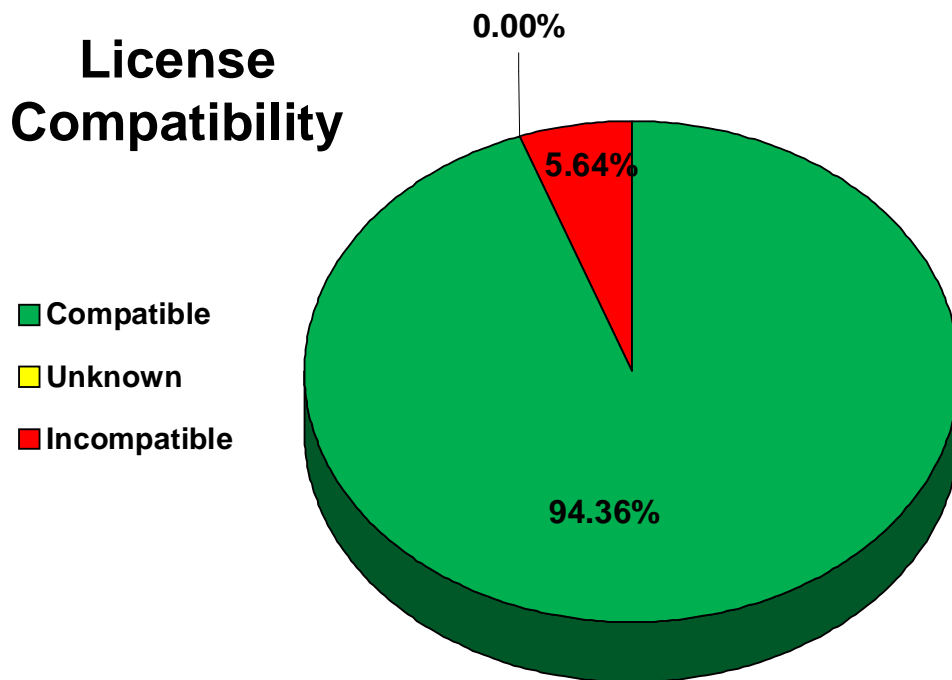
Files that tend to cause conflicts with traditional proprietary licenses are those that are “Reciprocal”. By “Reciprocal”, we are referring to the tendency of some open source licenses (such as the GPL and the LGPL) to require projects that use these files to license the derivative work (those using these files) under that license as well. Conversely, “Permissive” licenses are those that don’t have conflicts with traditional proprietary licenses as they generally allow for code reuse and redistribution without any expectations of any kind (or very limited expectations).

The chart below shows a breakout of the files by license type. Unknown files are those that appear to come from third party, but no license can be identified for those files.

|  Code Label |               |
|--|---------------|
| ScormEngine by Rustici Software  |               |
| Code Base – 1774 files   |               |
|  | % Content     |
| <b>Total Open Source – 353 files</b>   | <b>19.90%</b> |
| Permissive – 253 files   | 14.26%        |
| Reciprocal – 100 files   | 5.64%         |
| Owned – 0 files  | 0%            |
| <b>Total Proprietary – 1421 files</b>  | <b>80.10%</b> |
| Licensed 3 <sup>rd</sup> Party – 0 files   | 0%            |
| Owned – 1421 files   | 80.10%        |
| <b>Total Unknown – 0 files</b>   | <b>0%</b>     |

## Analysis Dashboard

These charts provide a gauge of the overall disposition of the codebase for the different services that Black Duck offers.



The License Compatibility chart shows what percent of files are under a compatible license, versus those that are under incompatible or unknown licenses.



# Analysis Overview

Black Duck uses a variety of different methods to ensure the most complete and accurate information can be provided in our assessments. This section covers those methods and provides information about the codebase and what was found during the assessment.

This analysis was conducted at BlackDuck's office in San Mateo, California.

## OSS Analysis Methodology

The analysis consists of the following steps:

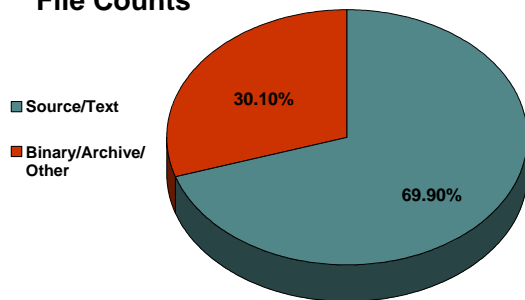
- 1) Code base is manually reviewed to understand structure and contents.
- 2) Using the Black Duck software suite, the code base is compared against a KnowledgeBase that contains information regarding third party code and licenses.
- 3) The consultant reviews the analysis results looking for instances of:
  - a) Complete (exact) file matches to third party software
  - b) Snippet Matches (code fragments) to third party software
  - c) Interesting file names that typically indicate the presence of third party software
  - d) String Matches that indicate third party software, including license text and copyrights
  - e) Source and binary dependencies that may indicate the "use" of third party software
- 4) Based upon the type of match, a "usage" for the potential match will be determined. Usage refers to how a software component is being used/distributed. Potential usages that could be identified are:
  - a) Snippet – A code fragment that has been reused
  - b) File – A complete unmodified file that has been reused
  - c) Component – An application or library that is reused, typically in binary format
  - d) Development Tool – Non-distributed development tool
  - e) Other – Miscellaneous other usages described in the notes
- 5) Based upon the matches that are identified to third party components and their usages, a Bill of Material (BOM) is created. The BOM lists all the components, their license and their usage.
- 6) A license conflict analysis is then run over the BOM. This analysis takes into account the primary license that the code owners' software is released under and the license and usages of the identified components. Potential conflicts that can be identified are:
  - a) Declared Conflicts – These are license conflicts between a used component and the declared license of the code owners' software.
  - b) Component Conflicts – There are license conflicts between two components (neither of which has a conflict with the declared license of the software)
  - c) No Conflicts – No license Conflict Identified
- 7) A license obligation analysis is conducted to create a list of potential obligations that are in effect due to use of the various components.

**Please note, the analysis for license conflict and obligation are done against a "typical" commercial license and may not reflect the characteristics of the actual license this project is desired to be released under. Black Duck does not provide legal advice or perform legal analysis. The list of license conflicts and license obligations are simply information regarding the code base and do not substitute for a legal review. For a legal analysis of the data presented in this report, customers should consult an attorney of their choice.**

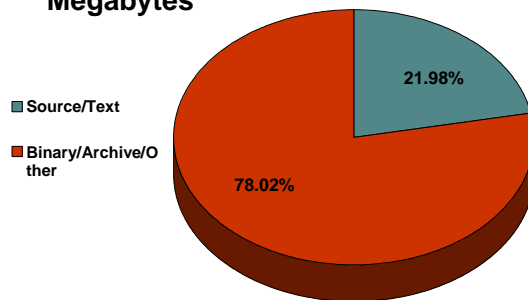
## Code Base File Types and Counts

The analysis report details all of the files where code matches were found during the analysis for inclusion of open source code. There are 4 different categories Source files are text-readable files (source code, license files, readme, etc.) that we use file-level and snippet-level matching on. Binary & all other files (such as dynamic link libraries, executables, & zip files) only have file-level matching done on them.

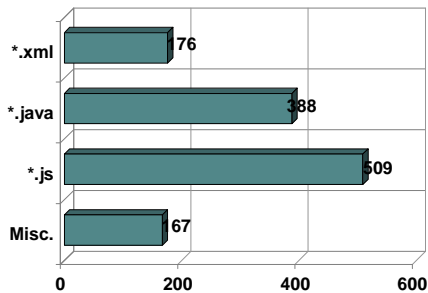
### Composition by File Counts



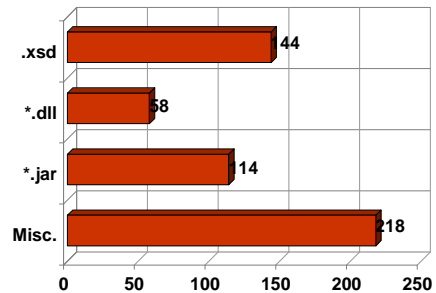
### Composition by Megabytes



### Source/Text Files



### Binary/Archive/Other Files



## License Information

We have used Basic Proprietary Commercial License to represent the license used by Rustici Software for this software. We also use the basic proprietary commercial license to represent the licenses used by any third-party commercial vendors that may be found. The license text information is the “standard” text; it is not specific to the component or author of any particular piece of software for standard licenses that are in our KnowledgeBase.

## Components with Conflicts

The following charts show an aggregate summary of the analysis. The first table shows the components that may conflict with a commercial license or other open-source licenses. This analysis takes into account the usage of the software. The second table contains notes on the individual items in the first table. For a detailed breakout of projects discovered, please see the Analysis Details section of the report.

### Components with potentially conflicting licenses

| License                        | Usage                       | Component                           | # of Files | Note |
|--------------------------------|-----------------------------|-------------------------------------|------------|------|
| Academic Free License 2.1      | Component (Dynamic Library) | Dojo Toolkit - Kitchen Sink Edition | 1          | 1    |
| Eclipse Public License - v 1.0 | Component                   | ANTLR C# grammar                    | 16         | 2    |
| GPL 2.0                        | Component (Dynamic Library) | MySQL Connector/J                   | 1          | 3    |
|                                | File                        | NAnt - A .NET Build Tool            | 67         |      |
|                                | File (+ Component)          | jqueryjs                            | 8          |      |
| LGPL 2.1                       | File                        | NAntContrib                         | 6          | 4    |
|                                |                             | wz_tip - wz_tip                     | 1          |      |

### Component Conflict Notes

| Note | Comment  |
|------|--|
| 1    | The license requires Licensor to provide a copy of Source Code. This component requires a review.  |
| 2    | This component consists of Dynamic Library and Archives. The license requires the distribution of the source code per (EPL/CPL). These files require a review.   |
| 3    | These components consist of files and/or snippets of code. The components use the GPL 2.0 license, which conflicts with typical proprietary commercial licenses.   |
| 4    | These components consist of single dynamic libraries. They use the LGPL 2.1 license and conflict with proprietary commercial licenses.<br><br>NOTE: We have taken the conservative approach of flagging this component (due to the reverse-engineering clause). Not all attorneys view the language of this license the same way, so consult your attorney(s) to see if they consider this to be an issue. |

## Components with Unknown Licenses

During the analysis, indications that third party code is being reused may be identified in files in which a license could not be determined. These typically come from examples posted on web sites or other application in which the license is not clear or not specified at all. The first table contains a list of components with unknown licenses, while the second table contains notes on those components.

### Unknown Licenses

| License | Usage | Component | # of Files | Note |
|---------|-------|-----------|------------|------|
| --      | --    | None      | --         | --   |

### Unknown License Notes

| Note | Comment |
|------|---------|
| N/A  | --      |

## Components with Commercial Licenses

During the analysis, indications of reuse of third party code that is typically licensed under a commercial license may be discovered and/or declared. As Protex does not have the commercial licenses for these applications in its KnowledgeBase, performing an analysis for license conflicts is not possible. The first table contains a list of components that are typically covered under a commercial license, while the second table contains notes on those selected components.

### Commercial License Components

| Usage | Component | # of Files | Note |
|-------|-----------|------------|------|
| --    | None      | --         | --   |

### Commercial License Components Notes

| Note | Comment |
|------|---------|
| N/A  | --      |

## Components with Undefined Licenses

During the analysis, an indication of reuse of third party code may be discovered to components for which a license is determined, but this license is not in Protex. Because these licenses are not defined in Protex, a detailed license analysis over the conflicts and obligations cannot be performed. However, the license text for these items is provided when identified. Sometimes, what is provided is not an actual license text, but may be comments in the files or comments on web site that state conditions for use. The first table contains a list of components that are considered undefined licenses, while the second table contains notes on those selected components.

### Components under "Undefined" to Protex licenses

| License | Usage | Component | # of Files | Note |
|---------|-------|-----------|------------|------|
| --      | --    | None      | --         | --   |

### "Undefined" License Notes

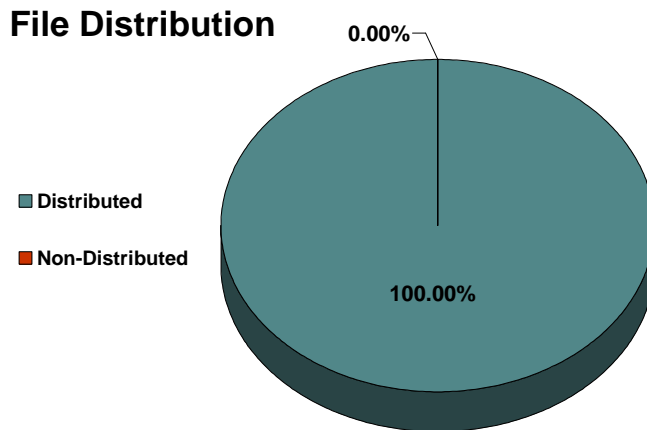
| Note | Comment |
|------|---------|
| N/A  | --      |

For a detailed breakout of the components discovered, please consult the Analysis Details section of the report.



# Analysis Details

The Protex™ analysis finds code matches against components in the Protex™ KnowledgeBase. All of the outstanding code matches were analyzed to determine the most likely point of origin for the source code. These graphs look at file counts for code based on distribution type and based on license compatibility.



## License Usage

This table contains a complete list of all of the licenses associated with the components that have been found during the assessment. The breakdown of licenses found & component usage is as follows (see Appendix A for complete details):

### License Usage

| License  | Usage  | License Conflict   | # of Components |
|--|--|--|-----------------|
| Academic Free License 2.1                                      | Component (Dynamic Library)                                | Declared License Conflict and Component License Conflict | 1               |
| Apache License Version 2.0                                     | Component  | Component License Conflict                               | 2               |
|  | Component (+ Dynamic Library (per LGPL)) +Snippet (+ File) | Component License Conflict                               | 1               |
|  | Component (Dynamic Library)                                | Component License Conflict                               | 15              |
|  | File   | Declared License Conflict and Component License Conflict | 1               |
|  | File (+ Component)   | Component License Conflict                               | 1               |
| BSD 2.0  | Component  | No Conflicts   | 1               |
| COMMON DEVELOPMENT AND DISTRIBUTION LICENSE (CDDL) Version 1.0 | Component (Dynamic Library)                                | Component License Conflict                               | 1               |

| License  | Usage                       | License Conflict   | # of Components |
|--|-----------------------------|--|-----------------|
| Eclipse Public License - v 1.0                                 | Component                   | Declared License Conflict and Component License Conflict | 1               |
| GPL 2.0  | Component (Dynamic Library) | Declared License Conflict and Component License Conflict | 1               |
|  | File                        | Declared License Conflict and Component License Conflict | 1               |
|  | File (+ Component)          | Declared License Conflict and Component License Conflict | 1               |
| LGPL 2.1   | File                        | Declared License Conflict and Component License Conflict | 2               |
| MIT License V2   | Component                   | No Conflicts   | 1               |
| Oracle Technology Network Development and Distribution License | Component (Dynamic Library) | Component License Conflict                               | 1               |
| SharpZipLib GPL License (GPL w/exception)                      | Component (Dynamic Library) | Component License Conflict                               | 1               |

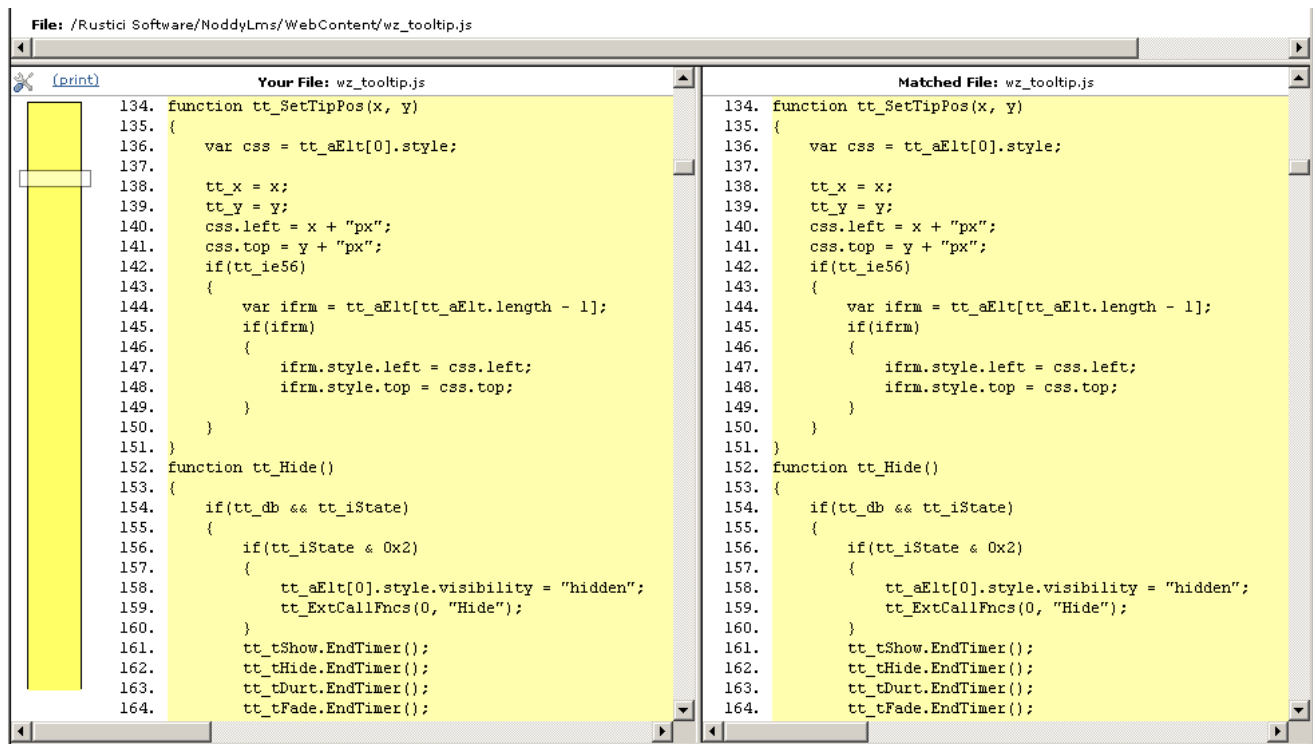
## Example Matches

During the analysis, interesting code matches and/or string searches matches may have been found. In this section, we have listed some of those matches so that you can see what information we used in identifying those matches.

### Example 1: Code matches to *wz\_tip*

File Location: /Rustici Software/NoddyLms/WebContent/wz\_tooltip.js

The file is a code match to the *wz\_tip* component which is licensed under LGPL license, which is a reciprocal license governing the distribution of this component.



```
File: /Rustici Software/NoddyLms/WebContent/wz_tooltip.js

Your File: wz_tooltip.js
134. function tt_SetTipPos(x, y)
135. {
136.     var css = tt_aElt[0].style;
137.
138.     tt_x = x;
139.     tt_y = y;
140.     css.left = x + "px";
141.     css.top = y + "px";
142.     if(tt_ie56)
143.     {
144.         var ifrm = tt_aElt[tt_aElt.length - 1];
145.         if(ifrm)
146.         {
147.             ifrm.style.left = css.left;
148.             ifrm.style.top = css.top;
149.         }
150.     }
151. }
152. function tt_Hide()
153. {
154.     if(tt_db && tt_iState)
155.     {
156.         if(tt_iState & 0x2)
157.         {
158.             tt_aElt[0].style.visibility = "hidden";
159.             tt_ExtCallFnCs(0, "Hide");
160.         }
161.         tt_tShow.EndTimer();
162.         tt_tHide.EndTimer();
163.         tt_tDurt.EndTimer();
164.         tt_tFade.EndTimer();

Matched File: wz_tooltip.js
134. function tt_SetTipPos(x, y)
135. {
136.     var css = tt_aElt[0].style;
137.
138.     tt_x = x;
139.     tt_y = y;
140.     css.left = x + "px";
141.     css.top = y + "px";
142.     if(tt_ie56)
143.     {
144.         var ifrm = tt_aElt[tt_aElt.length - 1];
145.         if(ifrm)
146.         {
147.             ifrm.style.left = css.left;
148.             ifrm.style.top = css.top;
149.         }
150.     }
151. }
152. function tt_Hide()
153. {
154.     if(tt_db && tt_iState)
155.     {
156.         if(tt_iState & 0x2)
157.         {
158.             tt_aElt[0].style.visibility = "hidden";
159.             tt_ExtCallFnCs(0, "Hide");
160.         }
161.         tt_tShow.EndTimer();
162.         tt_tHide.EndTimer();
163.         tt_tDurt.EndTimer();
164.         tt_tFade.EndTimer();
```

## Example 2: Code matches to jquery

File Location: /Rustici Software/Interface/WebContent/scripts/thirdparty/jquery-1.3.1.min.js

The file is a code match to the *jquery* component which is licensed under GPL license, which is a reciprocal license governing the distribution of this component.

The screenshot shows a web-based code comparison interface. At the top, there are four tabs: "Bill of Materials", "Code Matches", "Searches", and "Dependencies". The "Code Matches" tab is selected. Below the tabs, the file path is displayed: "File: /Rustici Software/Interface/WebContent/scripts/thirdparty/jquery-1.3.1.min.js". The main area is split into two columns. The left column is titled "Your File: jquery-1.3.1.min.js" and the right column is titled "Matched File: jquery.min.js". Both columns display a list of 19 lines of code, which are identical in both files. The code includes a multi-line comment with copyright information for jQuery version 1.3.1, dated 2009-01-21, and a function definition for the jQuery library. The interface includes a search icon and a "(print)" link on the left side of the code area.

```
1. /*
2.  * jQuery JavaScript Library v1.3.1
3.  * http://jquery.com/
4.  *
5.  * Copyright (c) 2009 John Resig
6.  * Dual licensed under the MIT and GPL licenses.
7.  * http://docs.jquery.com/License
8.  *
9.  * Date: 2009-01-21 20:42:16 -0500 (Wed, 21 Jan 2009)
10. * Revision: 6158
11. */
12. (function() {var l=this,g,y=1.jQuery,p=1.$,o=1.jQuery=1.
13. /*
14. * Sizzle CSS Selector Engine - v0.9.3
15. * Copyright 2009, The Dojo Foundation
16. * Released under the MIT, BSD, and GPL Licenses.
17. * More information: http://sizzlejs.com/
18. */
19. (function() {var Q=/((?:\((?:\([^()]+\)|[^()]+)+\)|\[(?:\[[
```



# Analysis Report Overview

The Analysis Report provides an overview of the analysis effort. This report also contains the complete license text for all licenses it finds.

## Report Sections

The report contains the following sections:

1. Protex Summary  
This section lists Protex details about the project analyzed.
2. Protex Analysis Summary  
This section provides details about the Protex analysis configuration – such as date of analysis, version of the Protex™ software, server, etc...
3. Licenses in Effect  
This section lists the licenses that appear to be applicable to the analyzed project. It also details the component(s) that are the source of the license.
4. Bill of Materials  
This section lists all of the components and files with matches to the source code, both those that have been specified and those that Protex™ might have detected.
5. Protex Identified Files  
This section lists the matches to open-source projects that were identified and the identification of those matches.
6. License Text  
This section contains all of the license text for all licenses in effect (see section 3 above).

The report sections are contained in the attachments that accompany this report. Attachment “A” is an Excel spreadsheet that contains all sections except the License Text. The License Text section is contained in Attachment “B”, which is a PDF file.