

Synopsys License Types

Version 2019.1

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License Types: Synopsys licenses its Licensed Product pursuant to the following License Types: The License Types may only be used within the applicable Licensed Product group described below.

— For Coverity Licensed Products —

I. LOC License.

An “*LOC License*” restricts the aggregate number of lines of code in the Code Base on which the Customer may use the Licensed Product. The Licensed Product cannot be used on code exceeding the number of lines of code licensed for use. More information about Synopsys’ LOC License Policy can be found at <https://www.synopsys.com/company/legal/software-integrity/line-count-guidelines-v2015-1.html>.

II. Team License.

A “*Team License*” restricts use of the Licensed Product within a named development team. The team is licensed to access the Licensed Product based upon the total number of individuals in the team, and the Code Bases being developed by various members of the team. Once the team name, team size, and Code Bases are established, anyone within that team is authorized to access the Licensed Product during the License Term. If the team grows beyond its original size, additional license increments must be purchased to keep the entire team licensed. The size of the team must include all contractors that require access to the Licensed Product. All Team Licenses are sold in 5 User Pack increments and the quantity identified in the Purchasing Agreement identifies the total number of 5 User Packs licensed.

— For Codenomicon Licensed Products —

I. Concurrent User License

A “*Concurrent User License*” restricts the use of the Licensed Product, at any one time, to the maximum number of users identified in the applicable Purchasing Agreement. Use of the Licensed Product is further restricted to use on the Application(s) stated in the applicable Purchasing Agreement.

II. Named User License

A “*Named User License*” restricts the use of Licensed Product to a specified named

user. For clarification, the Licensed Product can be installed on multiple systems, but only the named user may access the Licensed Product on any one system at any given time. Use of the Licensed Product is further restricted to use on the Application(s) stated in the applicable Purchasing Agreement.

III. Scan License

A “*Scan License*” restricts the use of the Licensed Product to the number of scans identified in the applicable Purchasing Agreement. Use of the Licensed Product is further restricted to use on the Application(s) stated in the applicable Purchasing Agreement.

IV. Unlimited Scan License

An “*Unlimited Scan License*” restricts the use of the Licensed Product to an unlimited number of scans on the Application(s) identified in the applicable Purchasing Agreement.

*For purposes of types III and IV, above, a “scan” means the completion of one analysis cycle by the Licensed Product.

**An “Application” is the Code Base or Project identified in the applicable Purchasing Agreement.

— For Black Duck Licensed Products —

I. “Application” means the software code associated with a single software build, including multiple versions thereof.

II. “Code Contributor” means the individuals within or contracted by the Customer’s organization who contribute or work with code for an Application that will be scanned or analyzed by the Licensed Product. The number of Code Contributors includes all developers, engineers, analysts, architects, testers and managers who have written, modified or reviewed code for any scanned or analyzed Application during the License Term, as well as any individuals who interact with the Licensed Product via UI, email/text alerts, API, or third-party integration. Code Contributors do not include, however, those individuals within the Customer’s organization who perform only software related documentation or project management tasks.