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Package	Component Version	License Version	Link to License/Notice	Applicable Axeda Product / Component
ActiveMQ	activemq-broker-5.9.0.jar activemq-camel-5.9.0.jar activemq-client-5.9.0.jar activemq-jms-pool.5.9.0.jar activemq-openwire-legacy-5.9.0.jar activemq-pool-5.9.0.jar activemq-spring-5.9.0.jar	Apache v2.0	ActiveMQ	Axeda® Enterprise Server
Ant	ant-1.8.2.jar ant-launcher-1.8.2.jar	Apache v2.0	ANT	Axeda® Artisan
Ant-Contrib	ant-contrib-1.0b3.jar	Apache v2.0	ANT	Axeda® Policy Server
ANTLR	antlr-2.7.7.jar	ANTLR 2 license (Public domain)	ANTLR 2	Axeda® Enterprise Server
	antlr-runtime-3.4.jar	ANTLR3 license	ANTLR 3	Axeda® Enterprise Server

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	stringtemplate-3.2.1.jar	(BSD)		
AOP	aopalliance-1.0.jar	Public Domain License	AOP	Axeda® Enterprise Server, Axeda® Codec Server (included with Axeda® AnyDevice Service)
Apache CXF	cxf-api-2.7.10.jar cxf-rt-bindings-soap-2.7.10.jar cxf-rt-bindings-xml-2.7.10.jar cxf-rt-core-2.7.10.jar cxf-rt-databinding-jaxb-2.7.10.jar cxf-rt-frontend-jaxrs-2.7.10.jar cxf-tools-common-2.7.10.jar cxf-tools-validator-2.7.10.jar cxf-tools-wsdlto-core-2.7.10.jar cxf-tools-wsdlto-databinding-jaxb-2.7.10.jar cxf-tools-wsdlto-frontend-jaxws-2.7.10.jar	Apache v2.0	Apache CXF	Axeda® Enterprise Server, Axeda® Artisan
Apache CXF	cxf-rt-databinding-aegis-2.7.10.jar cxf-rt-frontend-jaxws-2.7.10.jar cxf-rt-frontend-simple-2.7.10.jar cxf-rt-management-2.7.10.jar cxf-rt-rs-extension-providers-2.7.10.jar cxf-rt-transports-http:jar:2.7.10 cxf-rt-transports-jms-2.7.10.jar cxf-rt-transports-local-2.7.10.jar cxf-rt-transports-local-2.7.10.jar cxf-rt-ws-addr-2.7.10.jar cxf-rt-ws-policy-2.7.10.jar cxf-rt-ws-security-2.7.10.jar	Apache v2.0	Apache CXF	Axeda® Enterprise Server
Apache CXF	cxf-tools-wadlto-jaxrs-2.7.10.jar	Apache v2.0	Apache CXF	Axeda® Artisan
Apache HttpComponents	httpclient-4.0.1.jar httpcore-4.0.1.jar	Apache v2.0	Apache HttpComponents	Axeda® Enterprise Server; Axeda® Artisan
Apache HttpComponents	httpclient-4.2.3.jar httpcore-4.2.3.jar	Apache v2.0	Apache HttpComponents	Axeda® Connected Access SDK
Apache HttpComponents	httpclient-4.3.1.jar httpcore-4.3.1.jar	Apache v2.0	Apache HttpComponents	Axeda® Codec Server (included with Axeda® AnyDevice Service)
Apache Mina	sshd-core-svn-rev-1167185.jar mina-core-2.0.4.jar	Apache v2.0	Apache Mina / Apache Mina SSHD	Axeda® Enterprise Server

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Apache Santuario	xmlsec- 1.5.6.jar	Apache v2.0	Santuario	Axeda® Enterprise Server
Apache tika	tika-core-0.5.jar	Apache v2.0	Apache Tika	Axeda® Enterprise Server
Apache xbean	Xbean-spring-3.4.jar	Apache v2.0	Apache XBean	Axeda® Enterprise Server
as3-core-lib	as3-core-lib	BSD License	As3-core- lib	Axeda® Enterprise Server
ASM	asm-3.2.jar; asm3-3.3.0.jar	BSD License	ASM	Axeda® Enterprise Server (Groovy)
ASM	asm-3.1.jar	BSD License	ASM	Axeda® AnyDevice Codec
AspectJ	aspectjweaver-1.5.3.jar	EPL v1.0	AspectJ	Axeda® Enterprise Server
Axis	axis-jaxrpc-1.4.jar axis-1.4.jar	Apache v2.0	Axis	Axeda® Enterprise Server, Axeda® Enterprise SDK
Axis	axis.jar, axis-jaxrpc-1.4.jar saaj.jar (all version 1.2RC2)	Apache v2.0	Axis	Axeda® Global Access Server
Axis	axis.jar, jaxrpc.jar, saaj.jar (all version 1.3) <i>(Additional jars distributed with Axeda® Policy Server but not used. These will be removed in a future build: axis-ant.jar, axis-schema.jar, soap.jar)</i>	Apache v2.0	Axis	Axeda® Policy Server
BouncyCastle	bcprov-jdk15-140.jar	MIT X11	BouncyCastle	Axeda® Enterprise Server
C3p0	c3p0-0.9.1.1.jar	LGPL v2.1 or EPL v1.0	C3p0	Axeda® Enterprise Server; Axeda® Artisan
Camel	camel-core-2.12.2.jar camel-jms-2.12.2.jar camel-spring-2.12.2.jar camel-jboss6-2.12.2.jar	Apache v2.0	Camel	Axeda® Enterprise Server
Castor (org.exolab)	castor-0.9.3.19.jar	Castor License	CASTOR	Axeda® Enterprise Server , Axeda® Policy Server
Castor	castor-core-1.3.2.jar castor-xml-1.3.2.jar	Apache v2.0	CASTOR	Axeda® Policy Server
Cglib	cglib-2.1_3.jar cglib-nodep-2.1_3.jar	Apache v2.0	CGLIB	Axeda® Enterprise Server
cJSON	cJSON	MIT License	cJSON	Axeda AMMP C Toolkit
Commons	commons-pool-1.6.jar commons-math-2.2.jar commons-beanutils-1.7.0.jar commons-configuration-1.6.jar commons-fileupload-1.2.1.jar commons-jxpath-1.3.jar commons-net-2.0.jar commons-httpclient-3.0.1.jar	Apache v2.0	Commons-Apache	Axeda® Enterprise Server

Package	Component Version	License Version	Link to License/Notice	Applicable Axeda Product / Component
	commons-lang-2.6.jar			
Commons - Beanutils	commons-beanutils-1.6.1.jar	Apache 1.1	Commons-Apache	Axeda® Artisan
Commons - Pool	commons-pool-1.5.4.jar	Apache v2.0	Commons-Apache	Axeda® Policy Server
Commons - Apache	commons-discovery-0.2.jar commons-el-1.0.jar commons-logging-1.1.jar commons-validator-1.1.4.jar	Apache v1.1	Commons-Apache	Axeda® Enterprise Server
Commons - Apache	commons-digester-1.8.jar	Apache v2.0	Commons-Apache	Axeda® Enterprise Server
Commons - Apache	commons-io-1.4.jar	Apache v2.0	Commons-Apache	Axeda® Enterprise Server; Axeda® Artisan
Apache Commons Net	commons-net-3.3.jar	Apache v2.0	Commons-Apache	Axeda® AnyDevice Codec
Commons - Bean	commons-bean-utils.jar version 1.6-dev	Apache v1.1	Commons-Apache	Axeda® Policy Server
Commons - Beanutils	commons-beanutils-1.8.3.jar	Apache v2.0	Commons-Apache	Axeda® Policy Server
Commons - Cli	commons-cli-1.2.jar	Apache v2.0	Commons-Apache	Axeda® Policy Server, Axeda® Enterprise Server
Commons - Cli	commons-cli-1.1.jar	Apache v2.0	Commons-Apache	Axeda® Artisan
Commons - Codec	commons-codec-1.2.jar	Apache v2.0	Commons-Apache	Axeda® Policy Server; Axeda® Artisan
Commons - Codec	commons-codec-1.3.jar	Apache v2.0	Commons-Apache	Axeda® Global Access Server
Commons - Codec	commons-codec-1.4.jar	Apache v2.0	Commons-Apache	Axeda® Enterprise Server
Commons - Codec	commons-codec-1.6.jar	Apache v2.0	Commons-Apache	Axeda® Connected Access SDK
Commons - Collections	commons-collections.jar version 2.1	Apache v1.1	Commons-Apache	Axeda® Policy Server, Axeda® Global Access Server
Commons - Collections	commons-collections-3.2.1.jar	Apache v2.0	Commons-Apache	Axeda® Policy Server, Axeda® Enterprise Server; Axeda® Artisan
Commons - Compress	common-compress-1.4.1.jar	Apache v2.0	Commons-Apache	Axeda® Codec Server (included with Axeda® AnyDevice Service)
Commons - Digester	commons-digester.jar version 1.3	Apache v1.1	Commons-Apache	Axeda® Global Access Server
Commons - Discovery	commons-discovery-0.5.jar	Apache v2.0	Commons-Apache	Axeda® Policy Server
Commons -	commons-httpclient-3.0.1.jar	Apache v2.0	Commons-Apache	Axeda® Policy Server

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HTTP Client	commons-httpclient-3.1.jar			
Commons - Httpclient	commons-httpclient-3.1.jar	Apache v2.0	Commons-Apache	Axeda® Artisan
Commons – Lang	commons-lang-3.1.jar	Apache v2.0	Commons-Apache	Axeda® Codec Server (included with Axeda® AnyDevice Service)
Commons – Lang	commons-lang-2.4.jar	Apache v2.0	Commons-Apache	Axeda® Artisan
Commons – Lang	commons-lang-2.6.jar	Apache v2.0	Commons-Apache	Axeda® Policy Server; Axeda® Artisan
Commons – Lang	commons-lang-2.0.jar	Apache v1.1	Commons-Apache	Axeda® Global Access Server
Commons – Logging	commons-logging.jar version 1.0	Apache v1.1	Commons-Apache	Axeda® Policy Server, Axeda® Artisan
Commons – Logging	commons-logging.jar version 1.0	Apache v1.1	Commons-Apache	Axeda® Global Access Server
Commons – Logging	commons-logging-1.1.1.jar	Apache v1.1	Commons-Apache	Axeda® Connected Access SDK
Commons – Logging	commons-logging-1.1.3.jar	Apache v1.1	Commons-Apache	Axeda® Policy Server
Commons – Validator	commons-validator.jar Version 1.1-dev	Apache v1.1	Commons-Apache	Axeda® Global Access Server
Dom4J	dom4j-1.6.1.jar	Dom4J License	DOM4J	Axeda® Enterprise Server; Axeda® Artisan
Eclipse JDT Java Compiler	ecj-3.7.2.jar	EPL 1.0	ECLIPSE JDT JAVA COMPILER	Axeda® Global Access Server Axeda® Policy Server
EHCACHE	ehcache-core-2.5.1.jar ehcache-jgroupsreplication-1.3.jar ehcache-jmsreplication-0.4.jar	Apache v2.0	Ehcache	Axeda® Enterprise Server
Expat	1.2	MIT License	EXPAT	Axeda® Agent Toolkit (also known as Axeda® Agent Embedded) Axeda® IDM Agent
EZMorph	ezmorph-1.0.6.jar	Apache v2.0	EZMorph	Axeda® Enterprise Server Axeda® Platform (SDK v2); Axeda® Artisan
FindBugs	jsr305-1.3.9.jar	LGPL v2.1	FindBugs	Axeda® Artisan
Flex	Flex version 3.4: Flex version 3.4.0.9271 datavisualization-3.4.swc datavisualization_rb-3.4.swc framework-3.4.0_rb.swc flex-3.4.0.9271.swc framework-3.4.0.9271.swc framework-3.4.0.9271_rb.swc framework 3.4.0.9271_configs.zip	MPL 1.1 And as3-corelib-0.93 licensed under BSD-2	Flex	Axeda® Connected Product Management Applications, Axeda® Enterprise Server

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	playerglobal-3.4.0.9271-10.swc playerglobal-10.1-4.1.0.16076 rpc-3.4.0.9271.rb.swc rpc-3.4.0.9271.swc utilities-3.4.0.9271.swc as3commons-lang-0.1.swc as3-corelib-0.93			
Flex	Flex version 4.6	MPL 1.1	Flex	Axeda® Enterprise Server, Axeda® Policy Server
FreeMarker	freemarker-2.3.9.jar	BSD	Hamcrest (BSD)	Axeda® Policy Server
Hawtbuf	hawtbuf-1.9.jar	Apache v2.0	Fusesource hawtbuf	Axeda® Enterprise Server
GeoTools	gt-api-2.5.2.jar gt-epsg-wkt-2.5.2.jar gt-metadata-2.5.2.jar gt-referencing-2.5.2.jar	LGPL v2.1	GEOTOOLS	Axeda® Enterprise Server
GeoTrust Root Certificates	http://www.geotrust.com/resources/root-certificates/	Root Certificate License Agreement	Custom (Symantec)	Axeda® Agent
Geronimo	geronimo-jaxws_2.2_spec-1.1.jar	Apache v2.0	Geronimo	Axeda® Artisan
GMaven	gmaven-feature-api-1.4.jar gmaven-feature-support-1.4.jar gmaven-runtime-1.8-1.4.jar gmaven-runtime-api-1.4.jar gmaven-runtime-support-1.4.jar	Apache v2.0	GMaven	Axeda® Artisan
Groovy	groovy-all-1.8.6.jar	Apache v2.0	GROOVY	Axeda® Enterprise Server (Groovy)
Google Guava	guava-11.02.jar	Apache v2.0	Google Guava	Axeda® Artisan
Google AJAXSLT	0.8.1	BSD	Google AJAXSLT	Axeda® IDM Agent
Jtype	jtype-0.1.1-redhat-2.jar	Apache v2.0	Googlecode jtype	Axeda® Enterprise Server (Groovy)
Google Guice	guice-3.0.jar	Apache v2.0	Google Guice	Axeda® Codec Server (included with Axeda® AnyDevice Service)
Gossip	gossip-1.3.jar	Apache v2.0	Gossip	Axeda® Artisan
GShell	gshell-io-2.4.jar	Apache v2.0	GShell	Axeda® Artisan
gSoap	2.7.13	gSOAP Commercial Software Development License	gSOAP commercial license	Axeda® Agent Axeda® IDM Agent
Hamcrest	hamcrest-core-1.3.jar	BSD 3-Clause License	Hamcrest (BSD3)	Axeda® Connected Access SDK; Axeda® Artisan
Hamcrest	hamcrest-core-1.1.jar	BSD 3-Clause License	Hamcrest (BSD3)	Axeda® Artisan
Harmony	Apache Harmony ASN.1 Framework	Apache v2.0	Harmony	Axeda® Enterprise Server

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	version 6.0.1 (harmony-asn1-6.0.1.jar)			
Hibernate	hibernate-c3p0-3.3.2.ga.jar hibernate-core-3.3.2.ga.jar hibernate-ehcache-3.3.2.ga.jar hibernate-jmx-3.3.2.ga.jar hibernate-oscache-3.3.2.ga.jar hibernate-proxool-3.3.2.ga.jar hibernate-swarmcache-3.3.2.ga.jar hibernate-validator-4.2.0.Final-redhat-2.jar hibernate-distribution-3.3.2.GA.pom	LGPL v2.1	Hibernate	Axeda® Enterprise Server
Hibernate Spatial	hibernate-spatial-1.0-M2-axeda-1.0 hibernate-spatial-oracle-1.0-M2-axeda-1.0	LGPL v2.1	Hibernate Spatial	Axeda® Enterprise Server
Hibernate Validator	hibernate-validator-4.3.1.Final.jar	Apache v2.0	Hibernate Validator	Axeda® AnyDevice Codec
Hibernate Validator Annotation Processor	hibernate-validator-annotation-processor-4.3.1.Final.jar	Apache v2.0	Hibernate Validator Annotation Processor	Axeda® AnyDevice Codec
HSQL	hsqldb-2.2.9.jar	BSD License	HSQL	Axeda® Policy Server
HTTPBuilder	http-builder-0.5.0-RC2.jar	Apache v2.0	HttpBuilder	Axeda® Enterprise Server , Axeda® Platform (SDK v2), Axeda® Artisan
HTTPCore	httpcore-4.2.jar	Apache v2.0	HttpCore	Axeda® Codec Server (included with Axeda® AnyDevice Service)
IBM	IBM BI 10.2 components IBM Cognos components Including: cognos-axis-10.2.jar cognos-client-10.2.jar (See <i>commercial license</i> for details.)	See commercial license	Commercial license	Axeda® Enterprise Server
Info-Zip	zip32.dll unzip32.dll Info-ZIP 2.31 / UnZip 5.52 (Axeda® IDM Agent)	Info-Zip License	Info-Zip	Axeda® Access Screen Sharing (Axeda® Desktop Server and Axeda® Desktop Viewer modules) (for ServiceLink 5.2 and later) Axeda® IDM Agent
Jackson	jackson-core-asl-1.9.13.jar jackson-jaxrs-1.9.13.jar jackson-mapper-asl-1.9.13.jar jackson-xc-1.9.13.jar	Apache v2.0	Jackson (core)	Axeda® Enterprise Server
Jackson	jackson-core-asl-1.9.5.jar jackson-jaxrs-1.9.5.jar jackson-mapper-asl-1.9.5.jar	Apache v2.0	Jackson (core)	Axeda® Artisan

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	jackson-xc-1.9.5.jar			
Jackson-core	jackson-core-2.2.0.jar	Apache 2.0 or LGPL 2.1	Jackson (annotations, jars-xml-providers)	Axeda® AnyDevice Codec
jackson-datatype-joda	jackson-datatype-joda-2.2.0.jar			
jackson-jaxrs-base	jackson-jaxrs-base-2.2.0.jar; jackson-jaxrs-1.9.13.jar			
jackson-jaxrs-xml-provider Jackson JAX-RS JSON Provider	com.fasterxml.jackson.jaxrs:jackson-jaxrs-xml-provider:jar:2.1.1 jackson-jaxrs-json-provider-2.2.0			
jackson-databind	com.fasterxml.jackson.core:jackson-databind-2.1.1 jackson-databind-2.2.0.jar			
jackson-dataformat-xml	com.fasterxml.jackson.dataformat:jackson-dataformat-xml-2.1.1			
jackson-mapper-asl	jackson-mapper-asl-1.9.13.jar			
jackson-module-jaxb-annotations	com.fasterxml.jackson.module:jackson-module-jaxb-annotations-2.1.1 jackson-annotations-2.2.0.jar			
jackson-xc	jackson-xc-1.9.13.jar			
Jakarta ORO	oro-2.0.7.jar			
Jakarta Taglibs	standard-1.1.2.jar	Apache v2.0	Jakarta Taglibs	Axeda® Enterprise Server
Jakarta Taglibs	jstl.jar, standard.jar (version 1.0.3)	Apache v2.0	Jakarta Taglibs	Axeda® Global Access Server Axeda® Policy Server
Java Advanced Imaging Image I/O Tools (JAI)	jai-core-1.1.3.jar	Sun Binary Code License	Java Advanced Imaging	Axeda® Enterprise Server
Java Expression Parser	jep-3.3.0.jar	JEP Binary License	Java Expression Parser	Axeda® Enterprise Server
Java Mail and Activation	mail-1.4.jar	Sun Software License Agreement	Java Mail	Axeda® Policy Server; Axeda® Artisan
	activation-1.1.jar	Sun Software License Agreement	Java Activation Framework	Axeda® Policy Server; Axeda® Artisan
	activation-1.1.1.jar	Sun Software License Agreement	Java Activation Framework	Axeda® Enterprise Server
Java SE	1.4;	Oracle Binary Code	JDK	Axeda® Agent

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Development Kit (JDK)	jcrt-1.0.jar	License		
Java Web Services Developer Pack 1.6	jms-1.1.jar jsr181-api-1.0-MR1-redhat-2.jar jai-core-1.1.3.jar jta-1.1.jar validation-api-1.0.0.GA-redhat-2.jar java-parser-impl-1.1.2.final.jar	Oracle Binary Code License Agreement for Java EE Technologies	Java EE	Axeda® Enterprise Server
Java Web Services Developer Pack 1.6	javax.ws.rs-api-2.0-m10.jar	CDDL v1.1 and GPL v2.	Java EE	Axeda® Enterprise Server; Axeda® Artisan
Java Tar	Javatar-2.5.jar	Public domain	Java Tar	Axeda® Enterprise Server
Java Topology Suite (vivid solutions)	jts-1.10.jar	LGPL v2.1	Java Topology Suite	Axeda® Enterprise Server
Java Validation API	validation-api-1.0.0.GA.jar	Apache v2.0	JAVA Validation API	Axeda® AnyDevice Codec
Java3D	vecmath-1.3.1.jar	Sun Binary Code License	JAVA3D	Axeda® Enterprise Server
javassist	Javassist-3.16.1-GA.jar	Apache License, Version 2.0	javassist	Axeda® Artisan
javassist	Javassist-3.17.1-GA.jar	Apache License, Version 2.0	javassist	Axeda® Enterprise Server
Java XML Parser	parsers-1.1.2.jar	W3C and Public Domain	Java XML parsers	Axeda® Enterprise Server
JAXB	jaxb-impl-2.2.6.jar, jaxb-xjc-2.2.6.jar	CDDL v1.1	JAXB	Axeda® Enterprise Server; Axeda® Artisan
JAXB	jaxb-impl-2.2.5.jar jaxb-xjc-2.2.5.jar	CDDL v1.1 and GPL v2	JAXB	Axeda® Artisan
Jaxen	1	Apache v1.1	JAXEN	Axeda® Enterprise Server, Axeda® Enterprise SDK
JBoss Enterprise Application Platform 6	javax.el:boss-el-api_2.2_spec-1.0.2.Final.jar javax.el:boss-el-api_2.2_spec-1.0.2.Final-redhat-1.jar javax.jms:boss-jms-api_1.1_spec-1.0.1.Final-redhat-2.jar javax.security.jacc:boss-jacc-api_1.4_spec-1.0.2.Final-redhat-2.jar javax.servlet:boss-servlet-api_3.0_spec-1.0.1.Final-redhat-2.jar javax.servlet.jsp:boss-jsp-api_2.2_spec-1.0.1.Final.jar	GNU PUBLIC LICENSE	JBoss	Axeda® Enterprise Server

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	javax.servlet.jstl:jboss-jstl-api_1.2_spec-1.0.3.Final.jar javax.servlet.jstl:jboss-jstl-api_1.2_spec-1.0.3.Final-redhat-2.jar javax.xml.rpc:jboss-jaxrpc-api_1.1_spec-1.0.1.Final-redhat-2.jar javax.xml.ws:jboss-jaxws-api_2.2_spec-2.0.1.Final-redhat-2.jar			
JBoss Enterprise Application Platform 6	jboss-el-api_2.2_spec-1.0.1.Final.jar	GNU PUBLIC LICENSE	JBoss	Axeda® Artisan
JBoss Enterprise Application Platform 6	javax.servlet.jsp:jboss-jsp-api_2.2_spec-1.0.1.Final-redhat-2.jar javax.servlet:jboss-servlet-api_3.0_spec-1.0.2.Final.jar	GNU PUBLIC LICENSE	JBoss	Axeda® Enterprise Server; Axeda® Artisan
JBoss Logging	jboss-logging-3.1.0.CR2.jar	LGPL v2.1	JBoss	Axeda® AnyDevice Codec
JBoss Logging	jboss-logging-3.1.2.GA-redhat-1	Apache v2.0	JBoss LOGGING	Axeda® Enterprise Server
JDOM	jdom-0.7.jar	JDOM License	JDOM	Axeda® Enterprise Server, Axeda® Enterprise SDK, Axeda® Deployment Utility, Axeda® Policy Server
JDOM	jdom-1.1.3.jar	JDOM License	JDOM	Axeda® Deployment Utility, Axeda® Policy Server
jersey-client	com.sun.jersey:jersey-client:jar:1.17	CDDL 1.1	Jersey Core Client	Axeda® AnyDevice Codec
jersey-core	com.sun.jersey:jersey-core:jar:1.17 jersey-core-1.17.1.jar	CDDL 1.1	Jersey Core	Axeda® AnyDevice Codec
Jersey core-client	jersey-client-1.17.1.jar	CDDL 1.1	Jersey Core	Axeda® AnyDevice Codec
jersey-multipart	com.sun.jersey.contribs:jersey-multipart:jar:1.17 jersey-multipart-1.17.1.jar	CDDL 1.1	Jersey Multipart	Axeda® AnyDevice Codec
jersey-server	com.sun.jersey:jersey-server:jar:1.17 jersey-server-1.17.1.jar	CDDL 1.1	Jersey Server	Axeda® AnyDevice Codec
Jettison	jettison-1.0.jar	Apache v2.0	Jettison	Axeda® Policy Server
Jettison	jettison-1.3.5.jar	Apache v2.0	Jettison	Axeda® Enterprise Server
JGoodies	forms-1.0.3.jar, looks-1.2.0.jar, looks-win-1.2.0.jar, plastic-1.1.3.jar, uif-1.3.0.jar, validation-0.9.1, binding-0.9.13.jar	BSD License	JGoodies	Axeda® Deployment Utility
JGroups	jgroups-2.6.8.GA.jar	LGPL v2.1 (changes to Apache License 2.0 with v3.4)	JGroups	Axeda® Enterprise Server
JIS X 0208 (1990) to Unicode	1	Unicode Data Files License	JIS X 0208 (1990) to Unicode mappings	Axeda® Agent

Package	Component Version	License Version	Link to License/Notice	Applicable Axeda Product / Component
mappings				
Jline	jline-0.9.94.jar	BSD License	JLINE	Axeda® Artisan
Joda- Time	joda-time-1.6.2.jar	Apache v2.0	Joda- Time	Axeda® Enterprise Server
Joda- Time	joda-time:joda-time:jar:2.1	Apache v2.0	Joda- Time	Axeda® AnyDevice Codec
Joda Time 2.x	joda-time-2.2.jar	Apache v2.0	Joda- Time	Axeda® AnyDevice Codec
jQuery	jquery.min.js (v.1.9.0)	MIT License	jQuery / jQuery-ui	Axeda® Console
jQuery Globalize	jquery-ui-v1.8.24/global/jquery.glob.js	MIT License	jQuery Globalize	Axeda® Console
jQuery Localization	http://code.google.com/p/jquery-i18n-properties/	MIT License	jQuery Localization	Axeda® Console
jQuery Scroller	jquery.mCustomScrollbar.js, 2.8.1	GNU PUBLIC LICENSE	jQuery Scroller	Axeda® Console
jQuery-UI	jquery-ui-v1.8.24/jquery-ui.min.js	MIT License	jQuery / jQuery-ui	Axeda® Console
Jsch	jsch-0.1.44-1.jar	BSD	JSch	Axeda® Enterprise Server
Jscience (jscience javax.measure)	jsr-275-1.0-beta-2	BSD 2-Clause License	Jscience	Axeda® Enterprise Server
JSON	1.0	LGPL v2.1	JSON	Axeda® Enterprise Server
Json-lib	json-lib-2.3-jdk15.jar	Apache v2.0	Json-lib	Axeda® Enterprise Server; Axeda® Artisan
JSON.simple (org.json)	simple:1.0	Apache v2.0	JSON.simple	Axeda® Enterprise Server
JSSE	Jsse-1.0.jar	Oracle Binary Code License	JSSE	Axeda® Enterprise Server
JUNIT	junit-4.11.jar	Common Public License v1.0	WSDL 4j	Axeda® Enterprise Server
JUNIT	junit-4.8.1.jar	Common Public License v1.0	WSDL 4j	Axeda® Policy Server
JUNIT	junit-4.10.jar	Common Public License v1.0	WSDL 4j	Axeda® Artisan
Kendo UI	Version: 2012.3 1315 (Jan 16, 2013)	Commercial license	Telerik End User License Agreement for Kendo UI Complete for PHP	Axeda® Console
kryo	kryo-2.21.jar kryo-serializers-0.22.jar	BSD	Kryo	Axeda® Enterprise Server
LDAP Contr	ldapcontr-1.0.jar	GNU PUBLIC LICENSE	LDAP Contr	Axeda® Enterprise Server
LibDES	4.01	LibDES License	LIBDES	Axeda® Agent Toolkit (also known as Axeda® Agent Embedded)
LibTar	1.2.5	BSD License	LIBTAR	Axeda® Agent
libxml2 / libxslt	libxml2 / libxslt	MIT	libxml2 / libxslt	Axeda® IDM Agent
Log4J	log4j-1.2.15.jar	Apache v2.0	Log4j	Axeda® Enterprise Server,

Package	Component Version	License Version	Link to License/Notice	Applicable Axeda Product / Component
				Axeda Enterprise SDK, Axeda® Global Access Server, Axeda® Deployment Utility, Axeda® Policy Server; Axeda® Artisan
Mate (Asfusion)	mate-0.8.9.swc	Apache 2.0	Mate	Axeda® Enterprise Server
MD4 algorithm reference implementation	RFC 1320	RSA Data Security, Inc. License	MD4	Axeda® Agent Embedded
MD5 algorithm reference implementation	RFC 1321	RSA Data Security, Inc. License	MD5	Axeda® Agent Embedded
MD5C		MD5C (BSD-like)	MD5C	Axeda® IDM Agent
mimepull	org.jvnet:mimepull:jar:1.6	CDDL 1.1	mimepull	Axeda® AnyDevice Codec
Mosquitto	mosquitto-1.1.3.tar.gz	BSD	SOFTWARE: MOSQUITTO	Axeda® Agent (EDD_MQTT driver)
NekoHTML	nekohtml-1.9.9.jar	Apache v2.0	NekoHTML	Axeda® Enterprise Server Axeda® Platform (SDK v2); Axeda® Artisan
Net-SNMP	Net-SNMP 5.1	Net-SNMP (BSD-like)	Net-SNMP	Axeda® IDM Agent
OPC Core Components SDK	1	OPC Foundation Classic COM License	OPC	Axeda® Agent
OpenDS (includes BerkeleyDB)	1.0.0	CDDL v1.0	OpenDS	Axeda® Policy Server
OpenGIS	geoapi-2.2-M1.jar	OGC License	OpenGIS	Axeda® Enterprise Server
OpenSAML	opensaml-2.5.1-1.jar openws-1.4.2-1.jar	Apache v2.0	OpenSAML	Axeda® Enterprise Server
OpenSLP	1.3.0	BSD	OpenSLP	Axeda® IDM Agent
OpenSSL	1.0.1g	OpenSSL License	OpenSSL	Axeda® Agent Axeda® IDM Agent
OpenSymphony Quartz	quartz-2.2.1.jar	Apache v2.0	OpenSymphony Quartz	Axeda® Enterprise Server; Axeda® Artisan
Oracle JDBC Drivers	ojdbc6-11.2.0.2.0.jar	Oracle Technology Network Development and Distribution License	Oracle JDBC Drivers	Axeda® Enterprise Server
OS Cache	oscache-2.1.jar	OpenSymphony license	OS Cache	Axeda® Enterprise Server
picketbox	picketbox-4.0.14.Final.jar	LGPL	picketbox	Axeda® Enterprise Server
Plexus Utils	plexus-utils-3.0.jar	Apache v2.0	Plexus Utils	Axeda® Artisan
Proton-jms	proton-jms-0.3.0-fuse-2.jar (original) proton-jms-0.3.0-fuse-2-axeda-2.jar	Apache v2.0	Proton-jms	ActiveMQ server used for Machine Streams support with

Package	Component Version	License Version	Link to License/Notice	Applicable Axeda Product / Component
	(patched by Axeda)			Axeda® Enterprise Server
Proxool	proxool-0.8.3.jar	Proxool license	Proxool	Axeda® Enterprise Server
PuTTY	0.6	MIT License	PuTTY	Axeda® Agent
QDox	qdox-1.12.jar	Apache v2.0	QDox	Axeda® Enterprise Server; Axeda® Artisan
QPid	qpido-1-0-client-0.27.0-axeda-3.jar qpido-1-0-client-jms-0.27.0-axeda-3.jar qpido-1-0-common-0.27.0-axeda-3.jar <i>NOTE: Axeda provides a patched Qpid jar: Qpid .27 trunk source code SVN revision 1547654.</i> <i>This revision includes the following patches:</i> <ul style="list-style-type: none"> • QPID-5390 • QPID-5389 • QPID-5385 • QPID-5386 • QPID-5439 • QPID-5722 • QPID-5756 	Apache v2.0	QPid	Axeda® Enterprise Server
Reflections	reflections-0.9.9-RC1.jar	WTFPL 2.0	Reflections	Axeda® Artisan
Scribe Java	scribe-1.3.0.jar	MIT	Scribe-Java	Axeda® Enterprise Server
SLF4J	slf4j-api-1.6.4.jar	MIT License	SLF4J	Axeda® Enterprise Server; Axeda® Artisan
SLF4J	slf4j-log4j12-1.6.4.jar	MIT License	SLF4J	Axeda® Enterprise Server
SMPPAPI	smppapi-1.0.jar	LGPL v2.1	SMPPAPI	Axeda® Enterprise Server
SpiderMonkey	1.7	MPL v1.1	Spider Monkey	Axeda® Agent
Spin.js	spin-1.2.8.js	MIT	Spin.js	Axeda® Console
Spring Batch (transitive on Spring LDAP)	spring-batch-core-2.0.3.jar spring-batch-infrastructure-2.0.3.jar	Apache v2.0	Spring Batch	Axeda® Policy Server
SpringFramework (transitive on Spring LDAP)	spring-aop-3.0.5.jar spring-asm-3.0.5.jar spring-beans-3.0.5.jar spring-context-3.0.5.jar spring-core-3.0.5.jar spring-expression-3.0.5.jar spring-tx-3.0.5.jar	Apache v2.0	SpringFramework	Axeda® Policy Server

Package	Component Version	License Version	Link to License/Notice	Applicable Axeda Product / Component
SpringFramework	spring-aop-3.0.6.RELEASE.jar spring-asm-3.0.6.RELEASE.jar spring-beans-3.0.6.RELEASE.jar spring-context-support-3.0.6.RELEASE.jar spring-context-3.0.6.RELEASE.jar spring-core-3.0.6.RELEASE.jar spring-expression-3.0.6.RELEASE.jar spring-jdbc-3.0.6.RELEASE.jar spring-jms-3.0.6.RELEASE.jar spring-orm-3.0.6.RELEASE.jar spring-tx-3.0.6.RELEASE.jar spring-web-3.0.6.RELEASE.jar	Apache v2.0	SpringFramework	Axeda® Enterprise Server
Spring LDAP	spring-ldap-core-1.3.1.jar spring-ldap-core-tiger-1.3.1.jar spring-ldap-ldif-batch-1.3.1.jar spring-ldap-ldif-core-1.3.1.jar spring-ldap-odm-1.3.1.jar	Apache v2.0	Spring LDAP	Axeda® Policy Server
Standard C Library functions	Standard C Library functions	Standard C - Berkeley	Standard C	Axeda® IDM Agent
Stax	stax-1.2.0.jar, stax-api-1.0.1.jar	Apache v2.0	Stax	Axeda® Policy Server
Stax	javax.xml.stream:stax-api	Apache v2.0	Stax	Axeda® Enterprise Server Axeda® AnyDevice Codec
Stax-2	stax2-api-3.1.1.jar	BSD	Stax2	Axeda® Enterprise Server Axeda® AnyDevice Codec; Axeda® Artisan
StringTemplate	stringtemplate-3.2.1.jar	BSD	StringTemplate	Axeda® Enterprise Server
Struts	struts-1.2.9.jar	Apache v2.0 / Apache v1.1	Struts	Axeda® Enterprise Server , Axeda Enterprise SDK, Axeda® Global Access Server
Sun JRE	1.6.0_27	Oracle Binary Code License	Sun JRE	Axeda® Enterprise Server
Sun JRE	1.7 update 3 (GAS), 1.7 update 11 (Axeda® Policy Server)	Oracle Binary Code License	Sun JRE	Axeda® Policy Server, Axeda® Global Access Server
SwarmCache	swarmcache-1.0RC2.jar	LGPL v2.1	SwarmCache	Axeda® Enterprise Server
Tagsoup	tagsoup-1.2.1.jar	Apache v2.0	Tagsoup	Axeda® Artisan
TightVNC	1.2.9	GPL v2	TightVNC	Axeda® IDM Agent
Tomcat	annotations-api.jar, catalina.jar, catalina-ant.jar, catalina-ha.jar, catalina-tribes.jar, common-daemon.jar, el-api.jar,	Apache v2.0	Tomcat	Axeda® Global Access Server, Axeda® Policy Server

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	jasper-jar, jasper-el.jar, jsp-api.jar, servlet-api.jar (servlet-api-2.5.jar Enterprise server) tomcat-api.jar, tomcat-coyote.jar, tomcat-dbc.jar, tomcat-i18n-es.jar, tomcat-i18n-fr.jar, tomcat-i18n-ja.jar, tomcat-jdbc.jar, tomcat-util.jar Axeda® Global Access Server (7.0.30) (Axeda® Policy Server (7.0.53))			
Trunc8	trunc8.js	MIT	Trunc8	Axeda® Agent
Ucd-snmp	4.2.2	Historical Permission Notice and Disclaimer; BSD License	Ucd-snmp	Axeda® Agent
UltraVNC	Axeda Desktop Server and Viewer use: UltraVNC Win32 Server 1.1.9.6 Axeda® IDM Agents use: v1.0.4 RC13	GPL v2	UltraVNC	Axeda® Desktop Server and Axeda® Desktop Viewer modules) (for Axeda® Enterprise Server, v5.2 and later) Axeda® IDM Agent
Velocity	velocity-1.7.jar	Apache v2.0	Velocity	Axeda® Enterprise Server, Axeda® Policy Server; Axeda® Artisan
Verisign Root Certificates	http://www.symantec.com/page.jsp?id=roots	Root Certificate License Agreement	Custom (Symantec)	Axeda® Agent
VNC not	4.1.2.1	GPL v2	VNC	Axeda® Desktop Server and Axeda® Desktop Viewer modules) (releases prior to Axeda® Enterprise Server, v5.2)
vt- middleware (edu.vt.midd leware)	vt-password-3.1.1.jar vt-crypt-2.1.4.jar vt-dictionary-3.0.jar	Apache v2.0	vt-middleware	Axeda® Enterprise Server
windowsce	Wcecompat 1.2	GNU Public License version 2.1	Wcecompat	Axeda® IDM Agent
Woodstox	woodstox-core-asl-4.2.0.jar	Apache v2.0	WoodStox	Axeda® Enterprise Server; Axeda® Artisan
WS Security	wss4j-1.6.14.jar	Apache v2.0	WSS4J	Axeda® Enterprise Server
WS- Commons	neethi-3.0.3.jar	Apache v2.0	WS-Commons	Axeda® Enterprise Server
WS- Commons	xmleschema-core-2.1.0.jar	Apache v2.0	WS-Commons	Axeda® Enterprise Server; Axeda® Artisan
Wsd4j	wsdl4j-1.6.2.jar	Common Public	WSDL 4j	Axeda® Enterprise Server;

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		License v1.0		Axeda® Artisan
Wsd4j	wsdl4j.jar 1.5.1	Common Public License v1.0	WSDL 4j	Axeda® Global Access Server
Wsd4j	wsdl4j-1.6.3.jar	Common Public License v1.0	WSDL 4j	Axeda® Policy Server; Axeda® Artisan
Xalan	xalan-1.0.jar	Apache v1.1	Xalan	Axeda® Policy Server
Xalan Serializer	Enterprise Server : Serializer-2.7.1-redhat-3.jar Xalan-2.7.1-redhat-3.jar APS 2.1.0 serializer-j_2.7.0.jar	Apache v2.0	xalan	Axeda® Enterprise Server, Axeda® Policy Server
Xerces	xerces.jar 1.3.1 (GAS)	Apache v2.0	xerces	Axeda® Global Access Server
Xerces	xerces.jar, xercesImpl.jar 2.4.0 (APS)	Apache v2.0	xerces	Axeda® Policy Server,
Xerces	xml-resolver-1.2.jar serializer-2.9.1.jar xerces-resolver-2.9.1.jar xerces-xml-apis-2.9.1.jar	Apache v2.0	xerces	Axeda® Enterprise Server
Xerces	xercesImpl-2.9.0.jar	Apache v2.0	xerces	Axeda® Enterprise Server, Axeda Enterprise SDK, Axeda® Artisan
XML common	xml-apis-1.3.04.jar xml-resolver-1.2.jar	Apache v2.0	XML Commons	Axeda® Enterprise Server Axeda® Platform SDK (SDK v2); Axeda® Artisan
XML common	xml-apis-1.0.b2.jar	Apache v2.0	XML Commons	Axeda® Artisan
XmlPull parser	xpp3_min-1.1.4c.jar	Indiana University Extreme! Lab Software License	Xml Pull Parser	Axeda® Enterprise Server, Axeda® Policy Server
XMLstarlet	xmlstarlet 1.0.1	BSD	xmlstarlet	Axeda® IDM Agent
XMLTooling -J	xmtooling-1.3.2-1.jar	Apache v2.0	XMLTooling-J	Axeda® Enterprise Server
XStream	xstream-1.3.jar	BSD	XStream	Axeda® Policy Server
XStream	xstream-1.3.1.jar	BSD	XStream	Axeda® Enterprise Server
XZ for Java	Xz-1.0.jar	Public Domain	NA	Axeda® Codec Server (included with Axeda® AnyDevice Service)
Yahoo! UI	UI 2.3.1 build 541	Yahoo! UI – (BSD like)	Yahoo! UI	Axeda® IDM Agent
ZLib	1.1.4	zlib License	ZLib	Axeda® Agent, Axeda® Agent Toolkit (also known as Axeda® Agent Embedded)

SOFTWARE: ActiveMQ

DESCRIPTION:

Messaging Broker implementing Java Messaging Service

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SOFTWARE: Advanced Callout Component

DESCRIPTION:

Enhanced mouse-over flex tooltip functionality, enabling location aware, skinable, styleable tool-tips.

NOTICE:

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SOFTWARE: ANT

DESCRIPTION:

Apache Ant, junit and junirreport tasks, and Ant Launcher.

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The <sync> task is based on code Copyright (c) 2002, Landmark Graphics Corp that has been kindly donated to the Apache Software Foundation.

SOFTWARE: ANTLR 2

DESCRIPTION:

A framework for constructing recognizers, compilers, and translators from grammatical descriptions containing Java, C#, C++, or Python actions.

NOTICE:

ANTLR 2 License

ANTLR 1989-2006 Developed by Terence Parr

Partially supported by University of San Francisco & jGuru.com

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SOFTWARE: ANTLR 3

DESCRIPTION:

ANTLR, ANother Tool for Language Recognition, is a language tool that provides a framework for constructing recognizers, interpreters, compilers, and translators from grammatical descriptions containing actions in a variety of target languages. ANTLR provides excellent support for tree construction, tree walking, translation, error recovery, and error reporting.

NOTICE:

ANTLR 3 License

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SOFTWARE: ANT-CONTRIB

DESCRIPTION:

The Ant-Contrib project is a collection of tasks (and at one point maybe types and other tools) for Apache Ant. This software is currently included with Axeda® Policy Server but is not utilized at run-time and will be removed in future release.

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SOFTWARE: AOP-ALLIANCE

DESCRIPTION:

We believe that Aspect-Oriented Programming (AOP) offers a better solution to many problems than do existing technologies such as EJB. The AOP Alliance aims to ensure interoperability between Java/J2EE AOP implementations to build a larger AOP community.

NOTICE:

The AOP Alliance project is a joint open-source project between several software engineering people who are interested in AOP and Java.

LICENCE: all the source code provided by AOP Alliance is Public Domain.

SOFTWARE: Apache CXF

DESCRIPTION:

Apache CXF is an open source services framework. CXF helps you build and develop services using frontend programming APIs, like JAX-WS and JAX-RS. These services can speak a variety of protocols such as SOAP, XML/HTTP, RESTful HTTP, or CORBA and work over a variety of transports such as HTTP, JMS or JBI.

NOTICE:

Apache CXF

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SOFTWARE Apache HttpComponents

DESCRIPTION:

The Apache HttpComponents project is responsible for creating and maintaining a toolset of low level Java components focused on HTTP and associated protocols.

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SOFTWARE: Apache Mina / Apache Mina SSHD

DESCRIPTION:

Apache MINA is a network application framework which helps users develop high performance and high scalability network applications easily. It provides an abstract event-driven asynchronous API over various transports such as TCP/IP and UDP/IP via Java NIO.

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Apache MINA

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Apache MINA SSHD

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SOFTWARE: Apache Tika

DESCRIPTION:

The Apache Tika™ toolkit detects and extracts metadata and structured text content from various documents using existing parser libraries.

Direct dependency

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Software is available at: <http://tika.apache.org/>

SOFTWARE: Apache XBean

DESCRIPTION:

XBean will be able to discover, download and install server plugins from an Internet based repository. In addition, we include support for multiple IoC systems, support for running with no IoC system, JMX without JMX code, lifecycle and class loader management, and a rock solid Spring integration

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SOFTWARE: as3-core-lib**DESCRIPTION:**

An ActionScript 3 Library that contains a number of classes and utilities for working with ActionScript? 3. These include classes for MD5 and SHA 1 hashing, Image encoders, and JSON serialization as well as general String, Number and Date APIs.

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SOFTWARE: ASM**DESCRIPTION:**

ASM is a Java bytecode manipulation framework. It offers similar functionalities as BCEL or SERP, but is much smaller and faster than these tools. (ASM 4.0 is a Dependency for Kryo jar; provided with Kryo distribution.)

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SOFTWARE: ASPECTJ**DESCRIPTION:**

Required for certain feature of Hibernate. Enables code behavior to be weaved into common routines.

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From <http://www.eclipse.org/aspectj/doc/released/faq.php>:

AspectJ 1.1+ source code is available through CVS using the CVS Root dev.eclipse.org/cvsroot/technology. For more information on accessing the CVS tree at eclipse.org, see the documentation from <http://eclipse.org>.

SOFTWARE: AXIS

DESCRIPTION:

Apache Axis is an implementation of the SOAP ("Simple Object Access Protocol") submission to W3C.

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SOFTWARE: BouncyCastle

DESCRIPTION: Lightweight cryptography API

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SOFTWARE: C3p0

DESCRIPTION:

c3p0 is an easy-to-use library for augmenting traditional (DriverManager-based) JDBC drivers with JNDI-bindable DataSources, including DataSources that implement Connection and Statement Pooling, as described by the jdbc3 spec and jdbc2 std extension.

Connection pool manager used by Quartz.

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SOFTWARE: Camel

DESCRIPTION:

Apache Camel is an integration framework based on known Enterprise Integration Patterns. Camel empowers you to define routing and mediation rules in a variety of domain-specific languages including Spring or Blueprint XML Configuration files.

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SOFTWARE: CASTOR

DESCRIPTION:

castor-core-1.3.2.jar, castor-xml-1.3.2.jar

As of release 0.9.7, any new code artifacts should carry a new, Apache 2.0-style license. This shall include files that have been changed substantially through e.g. refactoring.

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Implementation-Version:0.9.3.19

Castor is an Open Source data binding framework for Java™. It is the shortest path between Java objects, XML documents and relational tables. Castor provides Java-to-XML binding, Java-to-SQL persistence, and so forth.

Direct Dependency.

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SOFTWARE: CGLIB

DESCRIPTION:

CGLib is a code generation library and dependency of AspectJ.

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SOFTWARE cJSON

DESCRIPTION:

An ultra-lightweight, portable, single-file, simple-as-can-be ANSI-C compliant JSON parser, under MIT license.

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SOFTWARE: COMMONS-APACHE

DESCRIPTION:

The Apache Commons is a collection of reusable Java components, including `beanutils` (Java classes that conform to the JavaBeans naming patterns for property getters and setters); `collections` (types that extend and augment the Java Collections Framework); `digester` (common implementation for reading XML configuration files); `el` (JSP 2.0 Expression Language Interpreter); `httpClient` (implementation of the client side of the most recent HTTP standards and recommendations); `io` (library of utilities to assist with developing IO functionality); `lang` (package of Java utility classes for the classes that are in `java.lang`'s hierarchy, or are considered to be so standard as to justify existence in `java.lang`); `logging` (ultra-thin bridge between different logging implementations); and `validator`.

The Apache Commons CLI library provides an API for parsing command line options passed to programs. It's also able to print help messages detailing the options available for a command line tool.

Commons-Pool provides an Object-pooling API, with three major aspects:

- A generic object pool interface that clients and implementors can use to provide easily interchangeable pooling implementations.

- A toolkit for creating modular object pools.
- Several general purpose pool implementations.

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SOFTWARE: DOM4J

DESCRIPTION:

Flexible XML framework for Java.

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SOFTWARE: EHCACHE

DESCRIPTION:

EHCACHE is a pure Java, in-process cache with the following features: 1. Fast. 2. Simple. 3. Multiple eviction policies: LRU, LFU and FIFO. 4. Caches can be in memory or on disk. 5. Disk Stores can be persistent between VM restarts. 6. Distributed caching using multicast and RMI, with a pluggable API. 7. Cache and CacheManager listeners. 8. Supports multiple Caches per CacheManager, and multiple CacheManagers per application. 9. Acts as a pluggable cache for Hibernate 3.1, 3 and 2.1. 10. Small foot print. Both in terms of size and memory requirements. 11. Minimal dependencies apart from J2SE.

Caching layer, including clustering support

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SOFTWARE: ECLIPSE JDT JAVA COMPILER

DESCRIPTION:

An incremental Java compiler. Implemented as an Eclipse builder, it is based on technology evolved from VisualAge for Java compiler. In particular, it provides the ability to run and debug code which still contains unresolved errors.

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SOFTWARE: EXPAT

DESCRIPTION:

Expat is an XML parser library written in C. It is a stream-oriented parser in which an application registers handlers for things the parser might find in the XML document (like start tags).

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SOFTWARE EZMorph

DESCRIPTION:

EZMorph is simple java library for transforming an Object to another Object.

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SOFTWARE FindBugs

DESCRIPTION:

FindBugs is a program which uses static analysis to look for bugs in Java code.

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SOFTWARE: FLEX

DESCRIPTION:

Apache Flex, formerly Adobe Flex, is a software development kit (SDK) for the development and deployment of cross-platform rich Internet applications based on the Adobe Flash platform.

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SOFTWARE FreeMarker

DESCRIPTION:

FreeMarker is a "template engine"; a generic tool to generate text output (anything from HTML to autogenerated source code) based on templates. It's a Java package, a class library for Java programmers. It's not an application for end-users in itself, but something that programmers can embed into their products.

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freemarker/ext/jsp/web-jsptaglibrary_1_2.dtd
freemarker/ext/jsp/web-jsptaglibrary_2_0.xsd
freemarker/ext/jsp/web-jsptaglibrary_2_1.xsd
```

SOFTWARE: GEOTOOLS

DESCRIPTION:

GeoTools is an open source Java code library which provides standards compliant methods for the manipulation of geospatial data, for example to implement Geographic Information Systems (GIS). The GeoTools library implements Open Geospatial Consortium (OGC) specifications as they are developed, in close collaboration with the GeoAPI project.

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SOFTWARE: Geronimo

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SOFTWARE: Google Guava

DESCRIPTION:

Utilities; Parsing Tools; Unsigned Wrapper Types

The Guava project contains several of Google's core libraries that we rely on in our Java-based projects: collections, caching, primitives support, concurrency libraries, common annotations, string processing, I/O, and so forth. Each of these tools really do get used every day by Googlers, in production services.

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SOFTWARE: Google AJAXSLT

DESCRIPTION:

AJAXSLT is an implementation of XSLT in JavaScript. Because XSLT uses XPath, it is also an implementation of XPath that can be used independently of XSLT. This implementation has the advantage that it makes XSLT uniformly available on more browsers than natively provide it, and that it can be extended to yet more browsers if necessary.

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Software available from: <http://code.google.com/p/ajaxslt/>

SOFTWARE: Googlecode Jtype

DESCRIPTION:

Java 5 introduced a richer type system for generics with Type and its various subtypes, but lacks any easy way to perform common operations on these types. JType aims to fill this gap.

Transitive dependency to Hibernate-Validator.

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Software is available at: <https://code.google.com/p/jtype/>

SOFTWARE: Gossip

DESCRIPTION:

Gossip is a plugin for SLF4j which has simple and flexible configuration.

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Software is available at: <http://www.java2s.com/Code/Jar/g/Downloadgossip13jar.htm>

SOFTWARE: Google Guice

DESCRIPTION:

Put simply, Guice alleviates the need for factories and the use of new in your Java code. Think of Guice's @Inject as the new new. You will still need to write factories in some cases, but your code will not depend directly on them. Your code will be easier to change, unit test and reuse in other contexts.

Guice embraces Java's type safe nature, especially when it comes to features introduced in Java 5 such as generics and annotations. You might think of Guice as filling in missing features for core Java. Ideally, the language itself would provide most of the same features, but until such a language comes along, we have Guice.

Guice helps you design better APIs, and the Guice API itself sets a good example. Guice is not a kitchen sink. We justify each feature with at least three use cases. When in doubt, we leave it out. We build general functionality which enables you to extend Guice rather than adding every feature to the core framework.

Guice aims to make development and debugging easier and faster, not harder and slower. In that vein, Guice steers clear of surprises and magic. You should be able to understand code with or without tools, though tools can make things even easier. When errors do occur, Guice goes the extra mile to generate helpful messages.

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SOFTWARE: GROOVY

DESCRIPTION:

Dynamic scripting language for the Java Virtual Machine. Used within the Axeda Applications when creating Custom Objects.

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```
src/main/org/codehaus/groovy/jsr223/GroovyCompiledScript.java
src/main/org/codehaus/groovy/jsr223/GroovyScriptEngineFactory.java
src/main/org/codehaus/groovy/jsr223/GroovyScriptEngineImpl.java
/*
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SOFTWARE: GShell

DESCRIPTION:

GShell....

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SOFTWARE GSOAP (commercial license)

DESCRIPTION:

Provides a library of matcher objects (also known as constraints or predicates) allowing 'match' rules to be defined declaratively, to be used in other frameworks.

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SOFTWARE Hamcrest BSD License

DESCRIPTION:

Provides a library of matcher objects (also known as constraints or predicates) allowing 'match' rules to be defined declaratively, to be used in other frameworks.

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Provides a library of matcher objects (also known as constraints or predicates) allowing 'match' rules to be defined declaratively, to be used in other frameworks.

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SOFTWARE: Harmony ASN.1 Framework

DESCRIPTION:

Apache Harmony was an open source, free Java implementation, developed by the Apache Software Foundation.

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SOFTWARE: Hawtbuf

DESCRIPTION:

A set of Java byte buffer related utility classes and tools, including a protobuf implementation.
Transitive dependency to Activemq.

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Software available at: <http://fusesource.com/forge/projects/hawtbuf>

SOFTWARE: HTTPBuilder

DESCRIPTION:

HTTPBuilder is a wrapper for Apache's HttpClient, with some (actually, a lot of) Groovy syntactical sugar thrown on top.

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SOFTWARE: HTTPCore

DESCRIPTION:

HttpCore is a set of low level HTTP transport components that can be used to build custom client and server side HTTP services with a minimal footprint. HttpCore supports two I/O models: blocking I/O model based on the classic Java I/O and non-blocking, event driven I/O model based on Java NIO.

The blocking I/O model may be more appropriate for data intensive, low latency scenarios, whereas the non-blocking model may be more appropriate for high latency scenarios where raw data throughput is less important than the ability to handle thousands of simultaneous HTTP connections in a resource efficient manner.

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SOFTWARE: HIBERNATE

DESCRIPTION:

Hibernate's goal is to relieve the developer from 95 percent of common data persistence related programming tasks, compared to manual coding with SQL and the JDBC API.

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SOFTWARE: HIBERNATE SPATIAL

DESCRIPTION:

Hibernate Spatial is a generic extension to Hibernate for handling geographic data. Hibernate Spatial allows you to deal with geographic data in a standardized way. It abstracts away from the specific way your database supports geographic data, and provides a standardized, cross-database interface to geographic data storage and query functions.

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- * For more information, visit: <http://www.hibernate-spatial.org/>

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SOFTWARE: HIBERNATE VALIDATOR

DESCRIPTION:

JSR 303 Reference Implementation provided Java Bean validation

Hibernate Validator & Bean Validation TCK

Hibernate Validator 5.x is the reference implementation for JSR 349 - Bean Validation 1.1 of which Red Hat is the specification lead. JSR 349 - Bean Validation defines a metadata model and API for JavaBean validation as well as method validation. The default metadata source are annotations, with the ability to override and extend the meta-data through the use of XML validation descriptors. The API is not tied to a specific application tier or programming model. It is specifically not tied to either the web tier or the persistence tier, and is available for both server-side application programming, as well as rich client Swing application developer.

Together with the reference implementation, Hibernate provides also the Bean Validation TCK. You can find more information about the TCK here.

For more information regarding the specification itself refer to beanvalidation.org.

All artifacts described here, namely Hibernate Validator 5 as well as Bean Validation API and TCK are provided and distributed by JBoss (Red Hat) under the Apache Software License 2.0.

- See more at: <http://www.hibernate.org/subprojects/validator.html#sthash.Qfh3tR47.dpuf>

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SOFTWARE: HIBERNATE VALIDATOR ANNOTATION PROCESSOR

DESCRIPTION:

Annotation processor for Hibernate Validator.

Have you ever unintentionally done one of the following:

- Annotated a bean property with a constraint which does not have a constraint validator for this type (e.g. by annotated a String with @Past)
- Annotated the setter of a JavaBean property instead of the getter
- Annotated static fields or methods with constraint annotations

Then the Hibernate Validator Annotation Processor is the right thing for you. It is an annotation processor based on JSR-269 which plugs into the build process and raises compilation errors whenever constraint annotations are incorrectly used. Read more about this processor here. It is available in the JBoss Maven Repository.

See more at: <http://www.hibernate.org/subprojects/validator.html#sthash.Qfh3tR47.dpuf>

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SOFTWARE: HSQL

DESCRIPTION:

Lightweight 100% Java SQL Database Engine.

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Changes:

Fixed CLI parse error on Windows CE. (submitted to authors)

SOFTWARE Jackson (Core)

DESCRIPTION:

Jackson is a high performance JSON processor.

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SOFTWARE [jackson-annotations](#), [Jackson-core](#), [jackson-datatype-joda](#), [jackson-jaxrs-base](#), [jackson-jaxrs-xml-provider](#), [jackson-jaxrs-json-provider](#), [jackson-databind](#), [jackson-dataformat-xml](#), [jackson-module-jaxb-annotations](#)

DESCRIPTION:

Annotations that make binding POJO's to Jackson serialization and deserialization mechanisms easy.

Jackson JAX-RS Helper; Allows Jackson to hook into Jersey JAX-RS implementation (JSR-311)

Joda Time Parsing Support

Jackson JSON->POJO Binding Framework. Jackson makes it extremely easy to bind POJOs and POGO's to JSON, XML, CSV and other serialization formats.

JSON<->POJ(G)O Binding

Jackson JSON binding for Joda-Time.

Jackson JAX-RS Helper; Allows Jackson to hook into Jersey JAX-RS implementation (JSR-311)

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SOFTWARE: JAKARTA COMMONS

DESCRIPTION:

The Commons is an Apache project focused on all aspects of reusable Java components.

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SOFTWARE: JAKARTA ORO

DESCRIPTION:

The Commons is an Apache project focused on all aspects of reusable Java components.

The Jakarta-ORO Java classes are a set of text-processing Java classes that provide Perl5-compatible regular expressions, AWK-like regular expressions, glob expressions, and utility classes for performing substitutions, splits, filtering filenames, etc. This library is the successor to the OROMatcher, AwkTools, PerlTools, and TextTools libraries originally from ORO, Inc.

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SOFTWARE: JAKARTA TAGLIBS

DESCRIPTION:

This project is an open source repository for JSP custom tag libraries. For a general description, please see the official java.sun.com page on JSP(tm) Tag Libraries. Jakarta Taglibs also hosts the development tree of the reference implementation (RI) for the JSTL specification - the Jakarta Standard Taglib. Versions 1.0 and 1.1 of JSTL (JSP Standard Tag Library) are implemented here.

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SOFTWARE: JAVA COMMUNICATIONS

DESCRIPTION:

Sun provides an API extension for communicating with parallel and serial ports, specifically for Solaris and Windows environments.

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SOFTWARE Java Advanced Imaging

DESCRIPTION:

Java Advanced Imaging (JAI) is a Java platform extension API that provides a set of interfaces that support a simple, high-level programming model which allows developers to create their own image manipulation routines.

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SOFTWARE: JAVA EXPRESSION PARSER

DESCRIPTION:

JEP is a Java library for parsing and evaluating mathematical expressions. With this package you can allow your users to enter an arbitrary formula as a string, and instantly evaluate it. Jep supports user defined variables, constants, and functions. A number of common mathematical functions and constants are included.

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SOFTWARE: Java Mail

DESCRIPTION:

The JavaMail API provides a platform-independent and protocol-independent framework to build mail and messaging applications.

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SOFTWARE: Java Activation Framework

DESCRIPTION:

With the JavaBeans Activation Framework standard extension, developers who use Java technology can determine the type of an arbitrary piece of data, encapsulate access to it, discover the operations available on it, and instantiate the appropriate bean to perform said operation(s).

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SOFTWARE: JAVA TAR

DESCRIPTION:

The package `com.ice.tar` implements a tar archive io package. This package allows you to create, and extract tar archives. Since the package uses `InputStream` and `OutputStream`, it is possible to combine this package with the `java.util.zip` package to handle `.tar.gz` files.

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SOFTWARE: JAVA TOPOLOGY SUITE (VIVIDSOLUTIONS)

DESCRIPTION:

The JTS Topology Suite is a Java API that implements a core set of spatial data operations using an explicit precision model and robust geometric algorithms.

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SOFTWARE: JAVA VALIDATION API

DESCRIPTION:

JSR 303 Reference API

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SOFTWARE: JAVA3D

DESCRIPTION:

The Java 3D API enables the creation of three-dimensional graphics applications and Internet-based 3D applets. It provides high-level constructs for creating and manipulation 3D geometry and building the structures used in rendering that geometry. With this software, you can efficiently define and render very large virtual worlds.

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SOFTWARE: JAVASSIST

DESCRIPTION:

Javassist (Java Programming Assistant) makes Java bytecode manipulation simple. It is a class library for editing bytecodes in Java; it enables Java programs to define a new class at runtime and to modify a class file when the JVM loads it.

Direct and Transitive dependency.

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Software is available at: <http://www.javassist.org>

SOFTWARE: Javax XML parsers**DESCRIPTION:**

Java XML parsers - provides classes allowing the processing of XML documents.

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SOFTWARE: JAVAX INJECT

DESCRIPTION:

Javax Inject - JSR-330: Dependency Injection for Java.

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SOFTWARE: JAXB

DESCRIPTION:

Java Architecture for XML Binding (JAXB) allows Java developers to map Java classes to XML representations. JAXB provides two main features: the ability to marshal Java objects into XML and the inverse, i.e. to unmarshal XML back into Java objects.

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Source availability: <http://jaxb.java.net/2.1.13/>

SOFTWARE: JAXEN

DESCRIPTION:

The jaxen project is a Java XPath Engine. jaxen is a universal object model walker, capable of evaluating XPath expressions across multiple models. Currently supported are dom4j, JDOM, and DOM.

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SOFTWARE: JBOSS

DESCRIPTION:

JBoss Application Server (JBoss AS, or simply JBoss) is an application server that implements the Java Platform, Enterprise Edition (Java EE).

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SOFTWARE: JBOSS LOGGING

DESCRIPTION:

TRANSITIVE (hibernate-validator-4.3.1.Final.jar)

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SOFTWARE: Java SE Development Kit (JDK)

DESCRIPTION:

Java Platform, Standard Edition (Java SE) lets you develop and deploy Java applications on desktops and servers, as well as in today's demanding embedded environments. Java offers the rich user interface, performance, versatility, portability, and security that today's applications require.

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SOFTWARE: Java EE

DESCRIPTION:

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NOTICE: javax.ws.rs-api-2.0-m10.jar

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Source availability: <http://www.java2s.com/Code/Jar/j/Downloadjavaxwsrsapi20m10sourcesjar.htm>

SOFTWARE: Jersey Core, Jersey Core Client, Jersey Server, Jersey Multipart, mimepull

DESCRIPTION:

Jersey Core and Jersey Core Client

Jersey Core includes common code for the Jersey JAX-RS RI project.

JSR 311 Implementation: Jersey Core Server makes building simple web services easy as the reference implementation of the JAX-RS API.

Jersey Multipart form handling makes chunking and transfer between a client and server seamless for software developers

Mimepull - Streaming API for processing large MIME attachments

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https://glassfish.java.net/public/CDDL+GPL_1_1.html

SOFTWARE: Jettison

DESCRIPTION:

Jettison is a collection of Java APIs (like STaX and DOM) which read and write JSON. This allows nearly transparent enablement of JSON based web services in services frameworks like CXF or XML serialization frameworks like XStream.

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SOFTWARE: JDOM

DESCRIPTION:

JDOM provides provide a complete, Java-based solution for accessing, manipulating, and outputting XML data from Java code.

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SOFTWARE: JGOODIES**DESCRIPTION:**

JGoodies focuses on Java look, UI design, and usability. JGoodies provides articles, libraries, example applications, desktop patterns and a Swing application architecture.

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SOFTWARE: JGROUPS

DESCRIPTION:

Cache synchronization. Used by Hibernate.

Reliable messaging library used by EHCACHE. **NOTICE:**

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SOFTWARE: JIS X 0208 (1990) to Unicode mappings

DESCRIPTION:

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SOFTWARE: JLINE

DESCRIPTION:

JLine is a Java library for handling console input. It is similar in functionality to BSD editline and GNU readline. People familiar with the readline/editline capabilities for modern shells (such as bash and tsh) will find most of the command editing features of JLine to be familiar.

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SOFTWARE: Joda-Time, v1.6.2, v2.1, v2.2

DESCRIPTION:

For v1.6.2: Joda-Time provides a quality replacement for the Java date and time classes. The design allows for multiple calendar systems, while still providing a simple API.

For v2.1: Date and time process library that is often regarded as the missing Date and Time library in the Java Standard Library because of how well it works at processing date and time information compared to the existing Date and Calendar API's in the JDK.

For v2.2: Date Handling Library

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SOFTWARE: jQuery and jQuery-UI

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SOFTWARE: jQuery Globalize

DESCRIPTION:

Used for globalization of text like dates and currency. Used to provide text localization of static UI text strings. Shows a loading icon in UI. Used for modifying DOM elements and is a transitive dependency for kendo ui. Text Truncation framework.

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SOFTWARE: jQuery Localization, Spin.js

DESCRIPTION:

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Shows a loading icon in UI

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SOFTWARE: jQuery Scroller

DESCRIPTION:

Custom scrollbar plugin that's fully customizable with CSS. Features vertical/horizontal scrolling, mouse-wheel support (via jQuery mousewheel plugin), scrolling buttons, scroll inertia with easing, auto-adjustable scrollbar length, nested scrollbars, scroll-to functionality, user defined callbacks and much more.

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SOFTWARE: JSch

DESCRIPTION:

Java Secure Channel

JSch is a pure Java implementation of SSH2 (Secure Shell).

It is not used for encryption, but it leverages an encryption stack to offer secure remote login.

JSch 0.0.* was released under the GNU LGPL license. Later, we have switched over to a BSD-style license.

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SOFTWARE: JSSE

DESCRIPTION:

Java Secure Socket Extension

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SOFTWARE: Jscience

DESCRIPTION:

JSR-275 Java Units Reference Implementation

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*/

Source can be found here: <https://java.net/projects/jscience>

SOFTWARE: JSON**DESCRIPTION:**

JSON (JavaScript Object Notation) is a lightweight data-interchange format.

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SOFTWARE: json-lib**DESCRIPTION:**

JSON-lib is a java library for transforming beans, maps, collections, java arrays and XML to JSON and back again to beans

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SOFTWARE: JSON.simple**DESCRIPTION:**

JSON.simple is a simple Java toolkit for JSON. You can use JSON.simple to encode or decode JSON text. Direct dependency.

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Software for this build: <https://code.google.com/p/json-simple/>

SOFTWARE: JUNIT**DESCRIPTION:**

JUnit is a simple framework to write repeatable tests. It is an instance of the xUnit architecture for unit testing frameworks. This is currently included with Axeda® Policy Server but not used at run-time and will be removed in future release.

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SOFTWARE: KRYO**DESCRIPTION:**

Kryo is a fast and efficient object graph serialization framework for Java. The goals of the project are speed, efficiency, and an easy to use API. The project is useful any time objects need to be persisted, whether to a file, database, or over the network.

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SOFTWARE: LDAP Contr

DESCRIPTION:

LDAP Contr

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SOFTWARE: LIBDES

DESCRIPTION:

The LibDes kit builds a DES encryption library and a DES encryption program. It supports ecb, cbc, ofb, cfb, triple ecb, triple cbc, triple ofb, triple cfb, and MIT's pcrc encryption modes and also has a fast implementation of crypt(3). It contains support routines to read keys from a terminal, generate a random key, generate a key from an arbitrary length string, read/write encrypted data from/to a file descriptor. The implementation was written so as to conform with the manual entry for the des_crypt(3) library routines from MIT's project Athena.

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This package is an DES implementation written by Eric Young (ey@mincom.oz.au). The implementation was written so as to conform with MIT's libdes.

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SOFTWARE: LIBTAR

DESCRIPTION:

libtar is a C library for manipulating POSIX tar files. It handles adding and extracting files to/from a tar archive.

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SOFTWARE: LIBXML2 / LIBXSLT

DESCRIPTION:

Libxml2 is the XML C parser and toolkit developed for the Gnome project (but usable outside of the Gnome platform), it is free software available under the MIT License. XML itself is a metalanguage to design markup languages, i.e. text language where semantic and structure are added to the content using extra "markup" information enclosed between angle brackets. HTML is the most well-known markup language. Though the library is written in C a variety of language bindings make it available in other environments.

Libxml2 is known to be very portable, the library should build and work without serious troubles on a variety of systems (Linux, Unix, Windows, CygWin, MacOS, MacOS X, RISC Os, OS/2, VMS, QNX, MVS, VxWorks, ...)

Libxslt is the XSLT C library developed for the GNOME project. XSLT itself is a an XML language to define transformation for XML. Libxslt is based on libxml2 the XML C library developed for the GNOME project. It also implements most of the EXSLT set of processor-portable extensions functions and some of Saxon's evaluate and expressions extensions.

People can either embed the library in their application or use xsltproc the command line processing tool. This library is free software and can be reused in commercial applications

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SOFTWARE: LOG4J

DESCRIPTION:

log4j provides support for logging at **runtime** without modifications to the application binary. The log4j package is designed so that these statements can remain in shipped code without incurring a heavy performance cost. Logging behavior can be controlled by editing a configuration file, without touching the application binary.

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SOFTWARE: MD5C

DESCRIPTION:

The MD5 message-digest algorithm takes as input a message of arbitrary length and produces as output a 128-bit "fingerprint" or "message digest" of the input.

Axeda Changes: Replaced C++ comments with C comments. Renamed MD5 functions to avoid symbol conflicts on Windows CE 5.

NOTICE:

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SOFTWARE: MICROSTAR XML PARSER

DESCRIPTION:

AElfred is a small, fast XML parser optimized for use with applets, where Java 1.0.2 compatibility and download time are major requirements. AElfred supports almost the entire feature set of the XML 1.0 recommendation including Unicode, defaulted attribute values, external DTD subsets, external entities, and flagging of ignorable whitespace. The distribution also contains a native SAX (Simple API for XML) driver so that you can interchange AElfred with other SAX-supported parsers without rewriting your code.

NOTICE:

AElfred, Version 1.1

Microstar's Java-Based XML Parser

From: <http://www.microstar.com/XML/README.txt>, 980309

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Author: David Megginson dmeggins@microstar.com

Home Page: <http://www.microstar.com/XML/>

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SOFTWARE: MOSQUITTO

DESCRIPTION:

Open source MQTT library.

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SOFTWARE: NEKOHTML

DESCRIPTION:

Simple HTML scanner and tag balancer that enables application programmers to parse HTML documents and access the information using standard XML interfaces. The parser can scan HTML files and “fix up” many common mistakes that human (and computer) authors make in writing HTML documents.

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SOFTWARE: NET-SNMP 5.1

DESCRIPTION:

Simple Network Management Protocol (SNMP) is a widely used protocol for monitoring the health and welfare of network equipment (eg. routers), computer equipment and even devices like UPSs. Net-SNMP is a suite of applications used to implement SNMP v1, SNMP v2c and SNMP v3 using both IPv4 and IPv6.

Changes were made to adapt the software for building under Axeda’s internal build system.

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SOFTWARE OpenSAML

DESCRIPTION:

OpenSAML is a set of open source C++ & Java libraries meant to support developers working with the Security Assertion Markup Language (SAML).

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SOFTWARE OpenSLP

DESCRIPTION:

Service Location Protocol (SLP) is an Internet Engineering Task Force (IETF) standards track protocol that provides a framework to allow networking applications to discover the existence, location, and configuration of networked services in enterprise networks.

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SOFTWARE: OPENSLL

DESCRIPTION:

OpenSSL is an Open Source toolkit that implements the Secure Sockets Layer (SSL v2/v3) and Transport Layer Security (TLS v1) protocols as well as a full-strength general purpose cryptography library. It implements basic cryptographic functions and provides various utility functions.

Axeda® IDM Agent also uses OpenSSL FIPS ECP 2.0.2. Software available from here: <http://www.openssl.org/source/>

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This package is an SSL implementation written by Eric Young (ey@cryptsoft.com). The implementation was written so as to conform with Netscapes SSL.

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SOFTWARE: OPENSYPHONY QUARTZ

DESCRIPTION:

Quartz scheduler. Handles scheduling one time and recurring tasks. Tasks are persisted in the database. Quartz is cluster safe.

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SOFTWARE: ORACLE JDBC DRIVERS

DESCRIPTION:

Oracle JDBC drivers provide an API extension for communicating with databases using JDK 1.4 and 1.5.

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SOFTWARE: OS Cache

DESCRIPTION:

OSCache is "a Java framework" developed by OpenSymphony that makes it easy to cache content in Web applications.

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SOFTWARE: Picketbox

DESCRIPTION:

PicketBox is a Java Security Framework that provides Authentication, Authorization, Audit and Security Mapping Support.

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Software is available from: <http://picketbox.jboss.org/>

SOFTWARE: Plexus Utils

DESCRIPTION:

Plexus Common Utilities is a collection of various utility classes to ease working with strings, files, command lines, XML and more.

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Software is available from: <http://plexus.codehaus.org/plexus-utils/source-repository.html>

SOFTWARE: PROTON-JMS

DESCRIPTION:

In order to correct an ActiveMQ message TTL (time to live) bug when using Machine Streams, Axeda must patch the proton-jms library with an Axeda patched version. The patch was created by the proton-jms team and can be referenced using here -> <https://issues.apache.org/jira/browse/PROTON-474> Note that the patched jar will be deployed on the customer's ActiveMQ server.

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Software is available from: <http://activemq.apache.org/maven/5.8.0/activemq-amqp/dependencies.html>

SOFTWARE: Proxool

DESCRIPTION:

Proxool is a Java connection pool.

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SOFTWARE: PuTTY

DESCRIPTION:

PuTTY is a terminal emulator application which can act as a client for the SSH, Telnet, rlogin, and raw TCP computing protocols.

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SOFTWARE QDox

DESCRIPTION:

A small footprint parser for extracting class/interface/method definitions from source files complete with JavaDoc @tags.

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SOFTWARE QPid

DESCRIPTION:

Apache Qpid™ makes messaging tools that speak AMQP and support many languages and platforms.

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SOFTWARE Reflections

DESCRIPTION:

Java runtime metadata analysis, in the spirit of Scannnotations. Reflections scans your classpath, indexes the metadata, allows you to query it on runtime and may save and collect that information for many modules within your project.

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SOFTWARE Santuario

DESCRIPTION:

The Apache Santuario project is aimed at providing implementation of the primary security standards for XML.

XML-Signature Syntax and Processing

XML Encryption Syntax and Processing.

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The development of this software was partly funded by the European Commission in the <WebSig> project in the ISIS Programme.

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SOFTWARE: SAXPATH

DESCRIPTION:

Simple API for Xpath providing a single point for Xpath expression parsing. Axeda® Enterprise Server software contains third-party code from SAXPath.

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SOFTWARE Scribe-Java

DESCRIPTION:

OAuth library for Java.

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SOFTWARE: SLF4J

DESCRIPTION:

Simple facade or abstraction for various logging frameworks.

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SOFTWARE: SMPPAPI

DESCRIPTION:

Library for communicating over SMS.

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SOFTWARE: SPIDERMONKEY

DESCRIPTION:

SpiderMonkey is the code-name for the Mozilla's C implementation of JavaScript. This is a JavaScript engine used by the Axeda Agent for interpreting proxy PAC scripts, which allows the agent to dynamically determine which proxy server to use for Internet communication.

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Version: MPL 1.1/GPL 2.0/LGPL 2.1

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For Axeda changes to the Mozilla SpiderMonkey project to support the Windows CE operating system, see [Appendix X, Axeda changes to Mozilla SpiderMonkey](#).

Source code availability: <http://ftp.mozilla.org/pub/mozilla.org/js/>

SOFTWARE: SPRINGFRAMEWORK

DESCRIPTION:

Spring is a dependency injection framework, used for streamlining code and speeding agile development.

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SOFTWARE: SPRING LDAP

DESCRIPTION:

Spring LDAP is a Java library for simplifying LDAP operations, based on the pattern of Spring's JdbcTemplate. The framework relieves the user of common chores, such as looking up and closing contexts, looping through results, encoding/decoding values and filters, and more.

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SOFTWARE: SPRING BATCH

DESCRIPTION:

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SOFTWARE: STANDARD C LIBRARY FUNCTIONS

DESCRIPTION:

The C standard library is the standard library for the C programming language, as specified in the ANSI C standard.

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SOFTWARE Stax

DESCRIPTION:

contained in source distribution: <http://dist.codehaus.org/stax/jars/stax-src-1.2.0.zip> (see ASF2.0.txt)

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SOFTWARE Stax2

DESCRIPTION:

StAX2 is an API that is intended to extend basic StAX specifications. It allows for efficient parsing of XML documents.

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SOFTWARE: STRINGTEMPLATE

DESCRIPTION:

StringTemplate is a java template engine (with ports for C#, Python, Ruby, and Scala) for generating source code, web pages, emails, or any other formatted text output.

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SOFTWARE: STRUTS

DESCRIPTION:

Apache Struts is a free, open-source framework for creating Java web applications.

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SOFTWARE: SUN JRE**DESCRIPTION:**

Java Runtime Engine

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SOFTWARE: SwarmCache**DESCRIPTION:**

SwarmCache is a simple but effective distributed cache. It uses IP multicast to efficiently communicate with any number of hosts on a LAN. It is specifically designed for use by clustered, database-driven web applications.

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SOFTWARE Tagsoup**DESCRIPTION:**

A SAX-compliant parser written in Java that, instead of parsing well-formed or valid XML, parses HTML as it is found in the wild: poor, nasty and brutish, though quite often far from short.

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The software is available for download from <http://home.ccil.org/~cowan/tagsoup/>

SOFTWARE TIGHTVNC**DESCRIPTION:**

TightVNC is a free remote control software package. With TightVNC, you can see the desktop of a remote machine and control it with your local mouse and keyboard, just like you would do it sitting in the front of that computer.

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Software is available from: <http://www.tightvnc.com/>

SOFTWARE TOMCAT

DESCRIPTION:

Apache Tomcat is an implementation of the Java Servlet and JavaServer Pages technologies. It provides a "pure Java" HTTP web server environment for Java code to run. The Java Servlet and JavaServer Pages specifications are developed under the Java Community Process.

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Apache Tomcat

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Java compilation software for JSP pages is provided by Eclipse, which is open source software. The original software and related information is available at <http://www.eclipse.org>.

SOFTWARE: Trunc8

DESCRIPTION:

Used for globalization of text like dates and currency. Used to provide text localization of static UI text strings. Shows a loading icon in UI. Used for modifying DOM elements and is a transitive dependency for kendo ui. Text Truncation framework.

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SOFTWARE UCD-SNMP

DESCRIPTION:

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SOFTWARE ULTRAVNC

DESCRIPTION:

UltraVNC can be used as helpdesk remote control software. With it, you can access your PC from anywhere and remotely help people and customers. Both Host and Remote components can be installed together on the same computer, or they can be installed separately on different computers. To speedup the remote access you can also install the optional video driver.

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UltraVNC Win32 Server 1.1.9.6

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SOFTWARE VELOCITY

DESCRIPTION:

Velocity is a Java-based template engine that provides a template language to reference objects defined in Java code. Its separates the presentation tier and business tiers in a Web application.

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SOFTWARE VNC

DESCRIPTION:

VNC is remote control software which allows users to view and fully interact with one computer desktop (the "VNC server") using a simple program (the "VNC viewer") on another computer's desktop anywhere on the Internet.

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SOFTWARE vt-middleware

DESCRIPTION:

Collection of open source software projects developed by Middleware Services at Virginia Tech.

VT Password provides a simple utility for checking that a password complies with a custom set of rules. Direct dependency.

VT Crypt provides a high-level interface to common cryptographic operations including message digests, symmetric encryption, public-key encryption, and message signing. It handles large files conveniently with performance in mind and provides a number of encoding operations designed for compatibility with OpenSSL. Direct dependency.

VT Dictionary provides a simple utility for searching and sorting word lists. Direct dependency.

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Software for these builds: <https://code.google.com/p/vt-middleware/wiki/vtpassword>, <https://code.google.com/p/vt-middleware/wiki/vtcrypt>, <https://code.google.com/p/vt-middleware/wiki/vtdictionary>

SOFTWARE Windowsce

DESCRIPTION:

Windows CE C Runtime Library "compatibility" library.

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Contact: Steven Reddie (smr@essemer.com.au)

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Note: The wcecompat library is statically linked to the OpenSSL "crypto" and "ssl" libraries on Windows CE platforms. The package is not present on non-Windows CE platforms.

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SOFTWARE Woodstox

DESCRIPTION:

Woodstox is a high-performance validating namespace-aware StAX-compliant (JSR-173) Open Source XML-processor written in Java.

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Since product implements StAX API, it has dependencies to StAX API classes.

For additional credits (generally to people who reported problems) see CREDITS file.

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SOFTWARE XALAN

DESCRIPTION:

Xalan-Java is an XSLT processor for transforming XML documents into HTML, text, or other XML document types. It implements XSL Transformations (XSLT) Version 1.0 and XML Path Language (XPath) Version 1.0 and can be used from the command line, in an applet or a servlet, or as a module in other program.

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SOFTWARE XERCES

DESCRIPTION:

Xerces is a family of software packages for parsing and manipulating XML; formerly it was part of the Apache XML project, and not it is a project in its own right. It provides both XML parsing and generation. The library implements a number of standard APIs for XML parsing, including DOM, SAX and SAX2. The implementation is available in Java, C++ and Perl programming languages.

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SOFTWARE XML COMMONS

DESCRIPTION:

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Joseph Reagle <site-policy@w3.org>

SOFTWARE XML Pull Parser

DESCRIPTION:

Xml Pull Parser (in short XPP) is a streaming pull XML parser and should be used when there is a need to process quickly and efficiently all input elements (for example in SOAP processors).

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SOFTWARE XStream

DESCRIPTION:

XStream is a simple library to serialize objects to XML and back again.

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SOFTWARE XMLSTARLET

DESCRIPTION:

XMLStarlet is a set of command line utilities (tools) which can be used to transform, query, validate, and edit XML documents and files using simple set of shell commands in similar way it is done for plain text files using UNIX grep, sed, awk, diff, patch, join, etc commands.

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SOFTWARE XML-Tooling-J

DESCRIPTION:

XMLTooling-J is a low-level library that may be used to construct libraries that allow developers to work with XML in a Java beans manner.

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SOFTWARE WSS4J

DESCRIPTION:

The Apache WSS4 project provides a Java implementation of the primary security standards for Web Services, namely the OASIS Web Services Security (WS-Security) specifications from the OASIS Web Services Security TC

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Apache WebServices - WSS4J

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SOFTWARE WS-Commons

DESCRIPTION:

Web Services Commons Projects. Some projects include: Apache XmlSchema and Apache Neethi

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SOFTWARE YAHOO! UI

DESCRIPTION:

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SOFTWARE ZLIB

DESCRIPTION:

zlib is a general purpose data compression library.

NOTICE:

ZLib 1.2.3

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Jean-loup Gailly Mark Adler
jloup@gzip.org madler@alumni.caltech.edu

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Last updated: 03/09/05

Appendix H – Sun Binary Code License for Java Communications

Sun Microsystems, Inc.

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JAVA OPTIONAL PACKAGE

JAVAX.COMM 3.0

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Appendix I - Sun Binary Code License for Java3D

Sun Microsystems, Inc.

Binary Code License Agreement

JAVA 3D[™] API, VERSION 1.3.1, FCS RELEASE

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10. Severability. If any provision of this Agreement is held to be unenforceable, this Agreement will remain in effect with the provision omitted, unless omission would frustrate the intent of the parties, in which case this Agreement will immediately terminate.

11. Integration. This Agreement is the entire agreement between you and Sun relating to its subject matter. It supersedes all prior or contemporaneous oral or written communications, proposals, representations and warranties and prevails over any conflicting or additional terms of any quote, order, acknowledgment, or other communication between the parties relating to its subject matter during the term of this Agreement. No modification of this Agreement will be binding, unless in writing and signed by an authorized representative of each party.

DEVELOPMENT TOOLS

JAVA 3D[™], VERSION 1.3.1, FCS RELEASE

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(Form ID#011801)

Appendix J - Oracle Binary Code License for Java SE and JavaFX Technologies

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12. **INTEGRATION.** This Agreement is the entire agreement between you and Oracle relating to its subject matter. It supersedes all prior or contemporaneous oral or written communications, proposals, representations and warranties and prevails over any conflicting or additional terms of any quote, order, acknowledgment, or other communication between the parties relating to its subject matter during the term of this Agreement. No modification of this Agreement will be binding, unless in writing and signed by an authorized representative of each party.

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These Supplemental License Terms add to or modify the terms of the Binary Code License Agreement. Capitalized terms not defined in these Supplemental Terms shall have the same meanings ascribed to them in the Binary Code License Agreement. These Supplemental Terms shall supersede any inconsistent or conflicting terms in the Binary Code License Agreement, or in any license contained within the Software.

A. SOFTWARE INTERNAL USE FOR DEVELOPMENT LICENSE GRANT. Subject to the terms and conditions of this Agreement and restrictions and exceptions set forth in the README File incorporated herein by reference, including, but not limited to the Java Technology Restrictions of these Supplemental Terms, Oracle grants you a non-exclusive, non-transferable, limited license without fees to reproduce internally and use internally the Software complete and unmodified for the purpose of designing, developing, and testing your Programs.

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C. LICENSE TO DISTRIBUTE REDISTRIBUTABLES. Subject to the terms and conditions of this Agreement and restrictions and exceptions set forth in the README File, including but not limited to the Java Technology Restrictions of these Supplemental Terms, Oracle grants you a non-exclusive, non-transferable, limited license without fees to reproduce and distribute those files specifically identified as redistributable in the README File ("Redistributables") provided that: (i) you distribute the Redistributables complete and unmodified, and only bundled as part of Programs, (ii) the Programs add significant and primary functionality to the Redistributables, (iii) you do not distribute additional software intended to supersede any component(s) of the Redistributables (unless otherwise specified in the applicable README File), (iv) you do not remove or alter any proprietary legends or notices contained in or on the Redistributables, (v) you only distribute the Redistributables pursuant to a license agreement that protects Oracle's interests consistent with the terms contained in the Agreement, (vi) you agree to defend and indemnify Oracle and its licensors from and against any damages, costs, liabilities, settlement amounts and/or expenses (including attorneys' fees) incurred in connection with any claim, lawsuit or action by any third party that arises or results from the use or distribution of any and all Programs and/or Software. The license set forth in this Section C does not extend to the Software identified in Section D.

D. JAVA TECHNOLOGY RESTRICTIONS. You may not create, modify, or change the behavior of, or authorize your licensees to create, modify, or change the behavior of, classes, interfaces, or subpackages that are in any way identified as "java", "javax", "javafx", "sun", "oracle" or similar convention as specified by Oracle in any naming convention designation. You shall not redistribute the Software listed on Schedule 1.

E. SOURCE CODE. Software may contain source code that, unless expressly licensed for other purposes, is provided solely for reference purposes pursuant to the terms of this Agreement. Source code may not be redistributed unless expressly provided for in this Agreement.

F. THIRD PARTY CODE. Additional copyright notices and license terms applicable to portions of the Software are set forth in the THIRDPARTYLICENSEREADME file set forth in the Software or otherwise available from Oracle at or through the following URL: <http://www.oracle.com/technetwork/java/javase/documentation/index.html>. In addition to any terms and conditions of any third party opensource/freeware license identified in the THIRDPARTYLICENSEREADME file, the disclaimer of warranty and limitation of liability provisions in paragraphs 4 and 5 of the Binary Code License Agreement shall apply to all Software in this distribution.

G. TERMINATION FOR INFRINGEMENT. Either party may terminate this Agreement immediately should any Software become, or in either party's opinion be likely to become, the subject of a claim of infringement of any intellectual property right.

H. INSTALLATION AND AUTO-UPDATE. The Software's installation and auto-update processes transmit a limited amount of data to Oracle (or its service provider) about those specific processes to help Oracle understand and optimize them. Oracle does not associate the data with personally identifiable information. You can find more information about the data Oracle collects as a result of your Software download at <http://www.oracle.com/technetwork/java/javase/documentation/index.html>.

For inquiries please contact: Oracle America, Inc., 500 Oracle Parkway, Redwood Shores, California 94065, USA.

License for Archived Java SE Technologies; Last updated 13 March 2012

Schedule 1 to Supplemental Terms

Non-redistributable Java Technologies

JavaFX Runtime

JavaFX Development Kit

JavaFX Production Suite

Java Naming and Directory Interface(TM)

Java Cryptography Extension (JCE) Unlimited Strength Jurisdiction Policy Files

jvmsstat

Appendix K – Sun Software License Agreement for JavaBeans Activation Framework 1.1

A. Sun Microsystems, Inc. ("Sun") ENTITLEMENT for SOFTWARE

Licensee/Company: Entity receiving Software.

Effective Date: Date of delivery of the Software to You.

Software: JavaBeans Activation Framework 1.1.

License Term: Perpetual (subject to termination under the SLA).

Licensed Unit: Software Copy.

Licensed unit Count: Unlimited.

Permitted Uses:

1. You may reproduce and use the Software for Individual, Commercial, or Research and Instructional Use for the purposes of designing, developing, testing, and running Your applets and application("Programs").
2. Subject to the terms and conditions of this Agreement and restrictions and exceptions set forth in the Software's documentation, You may reproduce and distribute portions of Software identified as a redistributable in the documentation ("Redistributable"), provided that:
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 - (c) you distribute Redistributable for the sole purpose of running your Programs,
 - (d) you do not distribute additional software intended to replace any component(s) of the Redistributable,
 - (e) you do not remove or alter any proprietary legends or notices contained in or on the Redistributable.
 - (f) you only distribute the Redistributable subject to a license agreement that protects Sun's interests consistent with the terms contained in this Agreement, and
 - (g) you agree to defend and indemnify Sun and its licensors from and against any damages, costs, liabilities, settlement amounts and/or expenses (including attorneys' fees) incurred in connection with any claim, lawsuit or action by any third party that arises or results from the use or distribution of any and all Programs and/or Redistributable.
3. Java Technology Restrictions. You may not create, modify, or change the behavior of, or authorize your licensees to create, modify, or change the behavior of, classes, interfaces, or subpackages that are in any way identified as "java", "javax", "sun" or similar convention as specified by Sun in any naming convention designation.

B. Sun Microsystems, Inc. ("Sun")

SOFTWARE LICENSE AGREEMENT

READ THE TERMS OF THIS AGREEMENT ("AGREEMENT") CAREFULLY BEFORE OPENING SOFTWARE MEDIA PACKAGE. BY OPENING SOFTWARE MEDIA PACKAGE, YOU AGREE TO THE TERMS OF THIS AGREEMENT. IF YOU ARE ACCESSING SOFTWARE ELECTRONICALLY, INDICATE YOUR ACCEPTANCE OF THESE TERMS BY SELECTING THE "ACCEPT" BUTTON AT THE END OF THIS AGREEMENT. IF YOU DO NOT AGREE TO ALL OF THE TERMS, PROMPTLY RETURN THE UNUSED SOFTWARE TO YOUR PLACE OF PURCHASE FOR A REFUND OR, IF SOFTWARE IS ACCESSED ELECTRONICALLY, SELECT THE "DECLINE" (OR "EXIT") BUTTON AT THE END OF THIS AGREEMENT. IF YOU HAVE SEPARATELY AGREED TO LICENSE TERMS ("MASTER TERMS") FOR YOUR LICENSE TO THIS SOFTWARE, THEN SECTIONS 1-5 OF THIS AGREEMENT ("SUPPLEMENTAL LICENSE TERMS") SHALL SUPPLEMENT AND SUPERSEDE THE MASTER TERMS IN RELATION TO THIS SOFTWARE.

1. Definitions.

(a) "Entitlement" means the collective set of applicable documents authorized by Sun evidencing your obligation to pay associated fees (if any) for the license, associated Services, and the authorized scope of use of Software under this Agreement.

(b) "Licensed Unit" means the unit of measure by which your use of Software and/or Service is licensed, as described in your Entitlement.

(c) "Permitted Use" means the licensed Software use(s) authorized in this Agreement as specified in your Entitlement. The Permitted Use for any bundled Sun software not specified in your Entitlement will be evaluation use as provided in Section 3.

(d) "Service" means the service(s) that Sun or its delegate will provide, if any, as selected in your Entitlement and as further described in the applicable service listings at www.sun.com/service/servicelist.

(e) "Software" means the Sun software described in your Entitlement. Also, certain software may be included for evaluation use under Section 3.

(f) "You" and "Your" means the individual or legal entity specified in the Entitlement, or for evaluation purposes, the entity performing the evaluation.

2. License Grant and Entitlement.

Subject to the terms of your Entitlement, Sun grants you a nonexclusive, nontransferable limited license to use Software for its Permitted Use for the license term. Your Entitlement will specify (a) Software licensed, (b) the Permitted Use, (c) the license term, and (d) the Licensed Units.

Additionally, if your Entitlement includes Services, then it will also specify the (e) Service and (f) service term.

If your rights to Software or Services are limited in duration and the date such rights begin is other than the purchase date, your Entitlement will provide that beginning date(s).

The Entitlement may be delivered to you in various ways depending on the manner in which you obtain Software and Services, for example, the Entitlement may be provided in your receipt, invoice or your contract with Sun or authorized Sun reseller. It may also be in electronic format if you download Software.

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(a) Evaluation Use. You may evaluate Software internally for a period of 90 days from your first use.

(b) Research and Instructional Use. You may use Software internally to design, develop and test, and also to provide instruction on such uses.

- (c) Individual Use. You may use Software internally for personal, individual use.
- (d) Commercial Use. You may use Software internally for your own commercial purposes.
- (e) Service Provider Use. You may make Software functionality accessible (but not by providing Software itself or through outsourcing services) to your end users in an extranet deployment, but not to your affiliated companies or to government agencies.

4. Licensed Units.

Your Permitted Use is limited to the number of Licensed Units stated in your Entitlement. If you require additional Licensed Units, you will need additional Entitlement(s).

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(a) The copies of Software provided to you under this Agreement are licensed, not sold, to you by Sun. Sun reserves all rights not expressly granted. (b) You may make a single archival copy of Software, but otherwise may not copy, modify, or distribute Software. However if the Sun documentation accompanying Software lists specific portions of Software, such as header files, class libraries, reference source code, and/or redistributable files, that may be handled differently, you may do so only as provided in the Sun documentation. (c) You may not rent, lease, lend or encumber Software. (d) Unless enforcement is prohibited by applicable law, you may not decompile, or reverse engineer Software. (e) The terms and conditions of this Agreement will apply to any Software updates, provided to you at Sun's discretion, that replace and/or supplement the original Software, unless such update contains a separate license. (f) You may not publish or provide the results of any benchmark or comparison tests run on Software to any third party without the prior written consent of Sun. (g) Software is confidential and copyrighted. (h) Unless otherwise specified, if Software is delivered with embedded or bundled software that enables functionality of Software, you may not use such software on a stand-alone basis or use any portion of such software to interoperate with any program(s) other than Software. (i) Software may contain programs that perform automated collection of system data and/or automated software updating services. System data collected through such programs may be used by Sun, its subcontractors, and its service delivery partners for the purpose of providing you with remote system services and/or improving Sun's software and systems. (j) Software is not designed, licensed or intended for use in the design, construction, operation or maintenance of any nuclear facility and Sun and its licensors disclaim any express or implied warranty of fitness for such uses. (k) No right, title or interest in or to any trademark, service mark, logo or trade name of Sun or its licensors is granted under this Agreement.

. Term and Termination.

The license and service term are set forth in your Entitlement(s). Your rights under this Agreement will terminate immediately without notice from Sun if you materially breach it or take any action in derogation of Sun's and/or its licensors' rights to Software. Sun may terminate this Agreement should any Software become, or in Sun's reasonable opinion likely to become, the subject of a claim of intellectual property infringement or trade secret misappropriation. Upon termination, you will cease use of, and destroy, Software and confirm compliance in writing to Sun. Sections 1, 5, 6, 7, and 9-15 will survive termination of the Agreement.

7. Java Compatibility and Open Source.

Software may contain Java technology. You may not create additional classes to, or modifications of, the Java technology, except under compatibility requirements available under a separate agreement available at www.java.net.

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9. Disclaimer of Warranty.

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10. Limitation of Liability.

TO THE EXTENT NOT PROHIBITED BY LAW, IN NO EVENT WILL SUN OR ITS LICENSORS BE LIABLE FOR ANY LOST REVENUE, PROFIT OR DATA, OR FOR SPECIAL, INDIRECT, CONSEQUENTIAL, INCIDENTAL OR PUNITIVE DAMAGES, HOWEVER CAUSED REGARDLESS OF THE THEORY OF LIABILITY, ARISING OUT OF OR RELATED TO THE USE OF OR INABILITY TO USE SOFTWARE, EVEN IF SUN HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. In no event will Sun's liability to you, whether in contract, tort (including negligence), or otherwise, exceed the amount paid by you for Software under this Agreement. The foregoing limitations will apply even if the above stated warranty fails of its essential purpose. Some states do not allow the exclusion of incidental or consequential damages, so some of the terms above may not be applicable to you.

11. Export Regulations.

All Software, documents, technical data, and any other materials delivered under this Agreement are subject to U.S. export control laws and may be subject to export or import regulations in other countries. You agree to comply strictly with these laws and regulations and acknowledge that you have the responsibility to obtain any licenses to export, re-export, or import as may be required after delivery to you.

12. U.S. Government Restricted Rights.

If Software is being acquired by or on behalf of the U.S. Government or by a U.S. Government prime contractor or subcontractor (at any tier), then the Government's rights in Software and accompanying documentation will be only as set forth in this Agreement; this is in accordance with 48 CFR 227.7201 through 227.7202-4 (for Department of Defense (DOD) acquisitions) and with 48 CFR 2.101 and 12.212 (for non-DOD acquisitions).

13. Governing Law.

Any action related to this Agreement will be governed by California law and controlling U.S. federal law. No choice of law rules of any jurisdiction will apply.

14. Severability.

If any provision of this Agreement is held to be unenforceable, this Agreement will remain in effect with the provision omitted, unless omission would frustrate the intent of the parties, in which case this Agreement will immediately terminate.

15. Integration.

This Agreement, including any terms contained in your Entitlement, is the entire agreement between you and Sun relating to its subject matter. It supersedes all prior or contemporaneous oral or written communications, proposals, representations and warranties

and prevails over any conflicting or additional terms of any quote, order, acknowledgment, or other communication between the parties relating to its subject matter during the term of this Agreement. No modification of this Agreement will be binding, unless in writing and signed by an authorized representative of each party.

Please contact Sun Microsystems, Inc. 4150 Network Circle, Santa Clara, California 95054 if you have questions.

Appendix L – Sun Binary Code License Agreement for JAI

Sun Microsystems, Inc.

Binary Code License Agreement

JAVA ADVANCED IMAGING API, VERSION 1.1.3

READ THE TERMS OF THIS AGREEMENT AND ANY PROVIDED SUPPLEMENTAL LICENSE TERMS (COLLECTIVELY "AGREEMENT") CAREFULLY BEFORE OPENING THE SOFTWARE MEDIA PACKAGE. BY OPENING THE SOFTWARE MEDIA PACKAGE, YOU AGREE TO THE TERMS OF THIS AGREEMENT. IF YOU ARE ACCESSING THE SOFTWARE ELECTRONICALLY, INDICATE YOUR ACCEPTANCE OF THESE TERMS BY SELECTING THE "ACCEPT" BUTTON AT THE END OF THIS AGREEMENT. IF YOU DO NOT AGREE TO ALL THESE TERMS, PROMPTLY RETURN THE UNUSED SOFTWARE TO YOUR PLACE OF PURCHASE FOR A REFUND OR, IF THE SOFTWARE IS ACCESSED ELECTRONICALLY, SELECT THE "DECLINE" BUTTON AT THE END OF THIS AGREEMENT.

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5. **LIMITATION OF LIABILITY.** TO THE EXTENT NOT PROHIBITED BY LAW, IN NO EVENT WILL SUN OR ITS LICENSORS BE LIABLE FOR ANY LOST REVENUE, PROFIT OR DATA, OR FOR SPECIAL, INDIRECT, CONSEQUENTIAL, INCIDENTAL OR PUNITIVE DAMAGES, HOWEVER CAUSED REGARDLESS OF THE THEORY OF LIABILITY, ARISING OUT OF OR RELATED TO THE USE OF OR INABILITY TO USE SOFTWARE, EVEN IF SUN HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. In no event will Sun's liability to you, whether in contract, tort

(including negligence), or otherwise, exceed the amount paid by you for Software under this Agreement. The foregoing limitations will apply even if the above stated warranty fails of its essential purpose.

6. Termination. This Agreement is effective until terminated. You may terminate this Agreement at any time by destroying all copies of Software. This Agreement will terminate immediately without notice from Sun if you fail to comply with any provision of this Agreement. Upon Termination, you must destroy all copies of Software.

7. Export Regulations. All Software and technical data delivered under this Agreement are subject to US export control laws and may be subject to export or import regulations in other countries. You agree to comply strictly with all such laws and regulations and acknowledge that you have the responsibility to obtain such licenses to export, re-export, or import as may be required after delivery to you.

8. U.S. Government Restricted Rights. If Software is being acquired by or on behalf of the U.S. Government or by a U.S. Government prime contractor or subcontractor (at any tier), then the Government's rights in Software and accompanying documentation will be only as set forth in this Agreement; this is in accordance with 48 CFR 227.7201 through 227.7202-4 (for Department of Defense (DOD) acquisitions) and with 48 CFR 2.101 and 12.212 (for non-DOD acquisitions).

9. Governing Law. Any action related to this Agreement will be governed by California law and controlling U.S. federal law. No choice of law rules of any jurisdiction will apply.

10. Severability. If any provision of this Agreement is held to be unenforceable, this Agreement will remain in effect with the provision omitted, unless omission would frustrate the intent of the parties, in which case this Agreement will immediately terminate.

11. Integration. This Agreement is the entire agreement between you and Sun relating to its subject matter. It supersedes all prior or contemporaneous oral or written communications, proposals, representations and warranties and prevails over any conflicting or additional terms of any quote, order, acknowledgment, or other communication between the parties relating to its subject matter during the term of this Agreement. No modification of this Agreement will be binding, unless in writing and signed by an authorized representative of each party.

JAVA ADVANCED IMAGING, VERSION 1.1.3

SUPPLEMENTAL LICENSE TERMS

These supplemental license terms ("Supplemental Terms") add to or modify the terms of the Binary Code License Agreement (collectively, the "Agreement"). Capitalized terms not defined in these Supplemental Terms shall have the same meanings ascribed to them in the Agreement. These Supplemental Terms shall supersede any inconsistent or conflicting terms in the Agreement, or in any license contained within the Software.

1. Software Internal Use and Development License Grant. Subject to the terms and conditions of this Agreement, including, but not limited to Section 3 (Java Technology Restrictions) of these Supplemental Terms, Sun grants you a non-exclusive, non-transferable, limited license to reproduce internally and use internally the binary form of the Software, complete and unmodified, for the sole purpose of designing, developing and testing your Java applets and applications ("Programs").

2. License to Distribute Software. In addition to the license granted in Section 1 (Software Internal Use and Development License Grant) of these Supplemental Terms, subject to the terms and conditions of this Agreement, including but not limited to, Section 3 (Java Technology Restrictions) of these Supplemental Terms, Sun grants you a non-exclusive, non-transferable, limited license to reproduce and distribute the Software in binary code form only, provided that you (i) distribute the Software complete and unmodified and only bundled as part of your Programs, (ii) do not distribute additional software intended to replace any component(s) of the

Software, (iii) do not remove or alter any proprietary legends or notices contained in the Software, (iv) only distribute the Software subject to a license agreement that protects Sun's interests consistent with the terms contained in this Agreement, and (v) agree to defend and indemnify Sun and its licensors from and against any damages, costs, liabilities, settlement amounts and/or expenses (including attorneys' fees) incurred in connection with any claim, lawsuit or action by any third party that arises or results from the use or distribution of any and all Programs and/or Software.

3. Java Technology Restrictions. You may not modify the Java Platform Interface ("JPI", identified as classes contained within the "java" package or any subpackages of the "java" package), by creating additional classes within the JPI or otherwise causing the addition to or modification of the classes in the JPI. In the event that you create an additional class and associated API(s) which (i) extends the functionality of the Java platform, and (ii) is exposed to third party software developers for the purpose of developing additional software which invokes such additional API, you must promptly publish broadly an accurate specification for such API for free use by all developers. You may not create, or authorize your licensees to create additional classes, interfaces, or subpackages that are in any way identified as "java", "javax", "sun" or similar convention as specified by Sun in any naming convention designation.

4. Java Runtime Availability. Refer to the appropriate version of the Java Runtime Environment binary code license (currently located at <http://www.java.sun.com/jdk/index.html>) for the availability of runtime code which may be distributed with Java applets and applications.

5. Trademarks and Logos. You acknowledge and agree as between you and Sun that Sun owns the SUN, SOLARIS, JAVA, JINI, FORTE, and iPLANET trademarks and all SUN, SOLARIS, JAVA, JINI, FORTE, and iPLANET-related trademarks, service marks, logos and other brand designations ("Sun Marks"), and you agree to comply with the Sun Trademark and Logo Usage Requirements currently located at <http://www.sun.com/policies/trademarks>. Any use you make of the Sun Marks inures to Sun's benefit.

6. Source Code. Software may contain source code that is provided solely for reference purposes pursuant to the terms of this Agreement. Source code may not be redistributed unless expressly provided for in this Agreement.

7. Termination for Infringement. Either party may terminate this Agreement immediately should any Software become, or in either party's opinion be likely to become, the subject of a claim of infringement of any intellectual property right.

8. Third Party Code. Additional copyright notices and license terms applicable to portions of the Software are set forth in the THIRDPARTYLICENSEREADME. In addition to any terms and conditions of any third party open source/freeware license identified in the THIRDPARTYLICENSEREADME, the disclaimer of warranty and limitation of liability provisions in paragraphs 5 and 6 of the Binary Code License Agreement shall apply to all Software in this distribution.

For inquiries please contact: Sun Microsystems, Inc., 4150 Network Circle, Santa Clara, California 95054, U.S.A

(LFI#143342/Form ID#011801)

Appendix M – Sun Software License Agreement for JavaMail 1.4

Sun Microsystems, Inc. ("Sun") ENTITLEMENT for SOFTWARE

Licensee/Company: Entity receiving Software.

Effective Date: Date of delivery of the Software to You.

Software: JavaMail 1.4.

License Term: Perpetual (subject to termination under the SLA).

Licensed Unit: Software Copy.

Licensed unit Count: Unlimited.

Permitted Uses:

1. You may reproduce and use the Software for Individual, Commercial, or Research and Instructional Use for the purposes of designing, developing, testing, and running Your applets and application("Programs").
2. Subject to the terms and conditions of this Agreement and restrictions and exceptions set forth in the Software's documentation, You may reproduce and distribute portions of Software identified as a redistributable in the documentation ("Redistributable"), provided that:
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 - (b) your Programs add significant and primary functionality to the Redistributable,
 - (c) you distribute Redistributable for the sole purpose of running your Programs,
 - (d) you do not distribute additional software intended to replace any component(s) of the Redistributable,
 - (e) you do not remove or alter any proprietary legends or notices contained in or on the Redistributable.
 - (f) you only distribute the Redistributable subject to a license agreement that protects Sun's interests consistent with the terms contained in this Agreement, and
 - (g) you agree to defend and indemnify Sun and its licensors from and against any damages, costs, liabilities, settlement amounts and/or expenses (including attorneys' fees) incurred in connection with any claim, lawsuit or action by any third party that arises or results from the use or distribution of any and all Programs and/or Redistributable.
3. Java Technology Restrictions. You may not create, modify, or change the behavior of, or authorize your licensees to create, modify, or change the behavior of, classes, interfaces, or subpackages that are in any way identified as "java", "javax", "sun" or similar convention as specified by Sun in any naming convention designation.

B. Sun Microsystems, Inc. ("Sun")

SOFTWARE LICENSE AGREEMENT

READ THE TERMS OF THIS AGREEMENT ("AGREEMENT") CAREFULLY BEFORE OPENING SOFTWARE MEDIA PACKAGE. BY OPENING SOFTWARE MEDIA PACKAGE, YOU AGREE TO THE TERMS OF THIS AGREEMENT. IF YOU ARE ACCESSING SOFTWARE ELECTRONICALLY, INDICATE YOUR ACCEPTANCE OF THESE TERMS BY SELECTING THE "ACCEPT" BUTTON AT THE END OF THIS AGREEMENT. IF YOU DO NOT AGREE TO ALL OF THE TERMS, PROMPTLY RETURN THE UNUSED SOFTWARE TO YOUR PLACE OF PURCHASE FOR A REFUND OR, IF SOFTWARE IS ACCESSED ELECTRONICALLY, SELECT THE "DECLINE" (OR "EXIT") BUTTON AT THE END OF THIS AGREEMENT. IF YOU HAVE SEPARATELY AGREED TO LICENSE TERMS ("MASTER TERMS") FOR YOUR LICENSE TO THIS SOFTWARE, THEN SECTIONS 1-5 OF THIS AGREEMENT ("SUPPLEMENTAL LICENSE TERMS") SHALL SUPPLEMENT AND SUPERSEDE THE MASTER TERMS IN RELATION TO THIS SOFTWARE.

1. Definitions.

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- (b) "Licensed Unit" means the unit of measure by which your use of Software and/or Service is licensed, as described in your Entitlement.
- (c) "Permitted Use" means the licensed Software use(s) authorized in this Agreement as specified in your Entitlement. The Permitted Use for any bundled Sun software not specified in your Entitlement will be evaluation use as provided in Section 3.

- (d) "Service" means the service(s) that Sun or its delegate will provide, if any, as selected in your Entitlement and as further described in the applicable service listings at www.sun.com/service/servicelist.
- (e) "Software" means the Sun software described in your Entitlement. Also, certain software may be included for evaluation use under Section 3.
- (f) "You" and "Your" means the individual or legal entity specified in the Entitlement, or for evaluation purposes, the entity performing the evaluation.

2. License Grant and Entitlement.

Subject to the terms of your Entitlement, Sun grants you a nonexclusive, nontransferable limited license to use Software for its Permitted Use for the license term. Your Entitlement will specify (a) Software licensed, (b) the Permitted Use, (c) the license term, and (d) the Licensed Units.

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Appendix N – GNU Lesser General Public License v3

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Version 3, 29 June 2007

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Appendix O – GNU General Public License v3

GNU GENERAL PUBLIC LICENSE

Version 3, 29 June 2007

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Appendix R – SOFTWARE MD4

DESCRIPTION:

The MD4 Message-Digest Algorithm

Network Working Group R. Rivest

Request for Comments: 1320 MIT Laboratory for Computer Science

Obsoletes: RFC 1186 and RSA Data Security, Inc.

April 1992

The MD4 Message-Digest Algorithm

Status of this Memo

This memo provides information for the Internet community. It does not specify an Internet standard. Distribution of this memo is unlimited.

Acknowledgements

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1. Executive Summary

This document describes the MD4 message-digest algorithm [1]. The algorithm takes as input a message of arbitrary length and produces as output a 128-bit "fingerprint" or "message digest" of the input. It is conjectured that it is computationally infeasible to produce two messages having the same message digest, or to produce any message having a given prespecified target message digest. The MD4 algorithm is intended for digital signature applications, where a large file must be "compressed" in a secure manner before being encrypted with a private (secret) key under a public-key cryptosystem such as RSA. The MD4 algorithm is designed to be quite fast on 32-bit machines. In addition, the MD4 algorithm does not require any large substitution tables; the algorithm can be coded quite compactly. The MD4 algorithm is being placed in the public domain for review and possible adoption as a standard. This document replaces the October 1990 RFC 1186 [2]. The main difference is that the reference implementation of

MD4 in the appendix is more portable. For OSI-based applications, MD4's object identifier is md4 OBJECT IDENTIFIER ::= {iso(1) member-body(2) US(840) rsadsi(113549) digestAlgorithm(2) 4}

In the X.509 type AlgorithmIdentifier [3], the parameters for MD4 should have type NULL.

2. Terminology and Notation

In this document a "word" is a 32-bit quantity and a "byte" is an eight-bit quantity. A sequence of bits can be interpreted in a natural manner as a sequence of bytes, where each consecutive group of eight bits is interpreted as a byte with the high-order (most significant) bit of each byte listed first. Similarly, a sequence of bytes can be interpreted as a sequence of 32-bit words, where each consecutive group of four bytes is interpreted as a word with the low-order (least significant) byte given first. Let x_i denote "x sub i". If the subscript is an expression, we surround it in braces, as in x_{i+1} . Similarly, we use $^$ for superscripts (exponentiation), so that x^i denotes x to the i-th power.

Let the symbol "+" denote addition of words (i.e., modulo- 2^{32} addition). Let $X \lll s$ denote the 32-bit value obtained by circularly shifting (rotating) X left by s bit positions. Let $\text{not}(X)$ denote the bit-wise complement of X, and let $X \vee Y$ denote the bit-wise OR of X and Y. Let $X \oplus Y$ denote the bit-wise XOR of X and Y, and let XY denote the bit-wise AND of X and Y.

3. MD4 Algorithm Description

We begin by supposing that we have a b-bit message as input, and that we wish to find its message digest. Here b is an arbitrary nonnegative integer; b may be zero, it need not be a multiple of eight, and it may be arbitrarily large. We imagine the bits of the message written down as follows:

$m_0 m_1 \dots m_{b-1}$

The following five steps are performed to compute the message digest of the message.

3.1 Step 1. Append Padding Bits

The message is "padded" (extended) so that its length (in bits) is congruent to 448, modulo 512. That is, the message is extended so that it is just 64 bits shy of being a multiple of 512 bits long. Padding is always performed, even if the length of the message is already congruent to 448, modulo 512.

Padding is performed as follows: a single "1" bit is appended to the message, and then "0" bits are appended so that the length in bits of the padded message becomes congruent to 448, modulo 512. In all, at least one bit and at most 512 bits are appended.

3.2 Step 2. Append Length

A 64-bit representation of b (the length of the message before the padding bits were added) is appended to the result of the previous step. In the unlikely event that b is greater than 2^{64} , then only the low-order 64 bits of b are used. (These bits are appended as two 32-bit words and appended low-order word first in accordance with the previous conventions.)

At this point the resulting message (after padding with bits and with b) has a length that is an exact multiple of 512 bits. Equivalently, this message has a length that is an exact multiple of 16 (32-bit) words. Let $M[0 \dots N-1]$ denote the words of the resulting message, where N is a multiple of 16.

3.3 Step 3. Initialize MD Buffer

A four-word buffer (A,B,C,D) is used to compute the message digest. Here each of A, B, C, D is a 32-bit register. These registers are initialized to the following values in hexadecimal, low-order bytes first):

word A: 01 23 45 67
word B: 89 ab cd ef
word C: fe dc ba 98
word D: 76 54 32 10

3.4 Step 4. Process Message in 16-Word Blocks

We first define three auxiliary functions that each take as input three 32-bit words and produce as output one 32-bit word.

$$F(X,Y,Z) = XY \vee \text{not}(X) Z$$

$$G(X,Y,Z) = XY \vee XZ \vee YZ$$

$$H(X,Y,Z) = X \text{ xor } Y \text{ xor } Z$$

In each bit position F acts as a conditional: if X then Y else Z . (The function F could have been defined using $+$ instead of \vee since XY and $\text{not}(X)Z$ will never have "1" bits in the same bit position.) In each bit position G acts as a majority function: if at least two of X, Y, Z are on, then G has a "1" bit in that bit position, else G has a "0" bit. It is interesting to note that if the bits of $X, Y,$ and Z are independent and unbiased, the each bit of $f(X,Y,Z)$ will be independent and unbiased, and similarly each bit of $g(X,Y,Z)$ will be independent and unbiased. The function H is the bit-wise XOR or parity" function; it has properties similar to those of F and G .

Do the following:

Process each 16-word block. */

For $i = 0$ to $N/16-1$ do

/* Copy block i into X . */

For $j = 0$ to 15 do

Set $X[j]$ to $M[i*16+j]$.

end /* of loop on j */

/* Save A as AA , B as BB , C as CC , and D as DD . */

$AA = A$

$BB = B$

CC = C

DD = D

/* Round 1. */

/* Let [abcd k s] denote the operation

a = (a + F(b,c,d) + X[k]) <<< s. */

/* Do the following 16 operations. */

[ABCD 0 3] [DABC 1 7] [CDAB 2 11] [BCDA 3 19]

[ABCD 4 3] [DABC 5 7] [CDAB 6 11] [BCDA 7 19]

[ABCD 8 3] [DABC 9 7] [CDAB 10 11] [BCDA 11 19]

[ABCD 12 3] [DABC 13 7] [CDAB 14 11] [BCDA 15 19]

/* Round 2. */

/* Let [abcd k s] denote the operation

a = (a + G(b,c,d) + X[k] + 5A827999) <<< s. */

/* Do the following 16 operations. */

[ABCD 0 3] [DABC 4 5] [CDAB 8 9] [BCDA 12 13]

[ABCD 1 3] [DABC 5 5] [CDAB 9 9] [BCDA 13 13]

[ABCD 2 3] [DABC 6 5] [CDAB 10 9] [BCDA 14 13]

[ABCD 3 3] [DABC 7 5] [CDAB 11 9] [BCDA 15 13]

/* Round 3. */

/* Let [abcd k s] denote the operation

a = (a + H(b,c,d) + X[k] + 6ED9EBA1) <<< s. */

/* Do the following 16 operations. */

[ABCD 0 3] [DABC 8 9] [CDAB 4 11] [BCDA 12 15]

[ABCD 2 3] [DABC 10 9] [CDAB 6 11] [BCDA 14 15]

[ABCD 1 3] [DABC 9 9] [CDAB 5 11] [BCDA 13 15]

[ABCD 3 3] [DABC 11 9] [CDAB 7 11] [BCDA 15 15]

/* Then perform the following additions. (That is, increment each of the four registers by the value it had before this block was started.) */

A = A + AA

B = B + BB

C = C + CC

D = D + DD

end /* of loop on i */

Note. The value 5A..99 is a hexadecimal 32-bit constant, written with the high-order digit first. This constant represents the square root of 2. The octal value of this constant is 013240474631.

The value 6E..A1 is a hexadecimal 32-bit constant, written with the high-order digit first. This constant represents the square root of 3. The octal value of this constant is 015666365641.

See Knuth, *The Art of Programming, Volume 2 (Seminumerical Algorithms)*, Second Edition (1981), Addison-Wesley. Table 2, page 660.

3.5 Step 5. Output

The message digest produced as output is A, B, C, D. That is, we begin with the low-order byte of A, and end with the high-order byte of D.

This completes the description of MD4. A reference implementation in C is given in the appendix.

4. Summary

The MD4 message-digest algorithm is simple to implement, and provides a "fingerprint" or message digest of a message of arbitrary length. It is conjectured that the difficulty of coming up with two messages having the same message digest is on the order of 2^{64} operations, and that the difficulty of coming up with any message having a given message digest is on the order of 2^{128} operations. The MD4 algorithm has been carefully scrutinized for weaknesses. It is, however, a relatively new algorithm and further security analysis is of course justified, as is the case with any new proposal of this sort.

References

- [1] Rivest, R., "The MD4 message digest algorithm", in A.J. Menezes and S.A. Vanstone, editors, *Advances in Cryptology - CRYPTO '90 Proceedings*, pages 303-311, Springer-Verlag, 1991.
- [2] Rivest, R., "The MD4 Message Digest Algorithm", RFC 1186, MIT, October 1990.
- [3] CCITT Recommendation X.509 (1988), "The Directory - Authentication Framework".
- [4] Rivest, R., "The MD5 Message-Digest Algorithm", RFC 1321, MIT and RSA Data Security, Inc, April 1992.

APPENDIX A - Reference Implementation

This appendix contains the following files:

- global.h -- global header file
- md4.h -- header file for MD4
- md4c.c -- source code for MD4
- mddriver.c -- test driver for MD2, MD4 and MD5

The driver compiles for MD5 by default but can compile for MD2 or MD4 if the symbol MD is defined on the C compiler command line as 2 or 4.

The implementation is portable and should work on many different platforms. However, it is not difficult to optimize the implementation on particular platforms, an exercise left to the reader. For example, on "little-endian" platforms where the lowest-addressed byte in a 32-bit word is the least significant and there are no alignment restrictions, the call to Decode in MD4Transform can be replaced with a typecast.

A.1 global.h

```
/* GLOBAL.H - RSAREF types and constants
```

```
*/
```

```
/* PROTOTYPES should be set to one if and only if the compiler support function argument prototyping. The following makes PROTOTYPES default to 0 if it has not already been defined with C compiler flags.
```

```
*/
```

```
#ifndef PROTOTYPES
```

```
#define PROTOTYPES 0
```

```
#endif
```

```
/* POINTER defines a generic pointer type */
```

```
typedef unsigned char *POINTER;
```

```
/* UINT2 defines a two byte word */
```

```
typedef unsigned short int UINT2;
```

```
/* UINT4 defines a four byte word */
```

```
typedef unsigned long int UINT4;
```

```
/* PROTO_LIST is defined depending on how PROTOTYPES is defined above. If using PROTOTYPES, then PROTO_LIST returns the list, otherwise it returns an empty list.
```

```
*/
```

```
#if PROTOTYPES
```

```
#define PROTO_LIST(list) list
```

```
#else
```

```
#define PROTO_LIST(list) ()
```

```
#endif
```

A.2 md4.h

```
/* MD4.H - header file for MD4C.C
```

```
*/
```

```
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```

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```
*/
```

```
/* MD4 context. */
```

```
typedef struct {  
    UINT4 state[4]; /* state (ABCD) */  
    UINT4 count[2]; /* number of bits, modulo 2^64 (lsb first) */  
    unsigned char buffer[64]; /* input buffer */  
} MD4_CTX;
```

```
void MD4Init PROTO_LIST ((MD4_CTX *));  
void MD4Update PROTO_LIST  
    ((MD4_CTX *, unsigned char *, unsigned int));  
void MD4Final PROTO_LIST ((unsigned char [16], MD4_CTX *));
```

A.3 md4c.c

```
/* MD4C.C - RSA Data Security, Inc., MD4 message-digest algorithm
```

```
*/
```

```
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```

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```
*/
```

```
#include "global.h"
```

```
#include "md4.h"
```

```
/* Constants for MD4Transform routine.
```

```
*/
```

```
#define S11 3
```

```
#define S12 7
```

```
#define S13 11
```

```
#define S14 19
```

```
#define S21 3
```

```
#define S22 5
```

```
#define S23 9
```

```
#define S24 13
```

```
#define S31 3
```

```
#define S32 9
```

```
#define S33 11
```

```
#define S34 15
```

```
static void MD4Transform PROTO_LIST ((UINT4 [4], unsigned char [64]));
```

```
static void Encode PROTO_LIST
```

```
((unsigned char *, UINT4 *, unsigned int));
```

```
static void Decode PROTO_LIST
```

```
((UINT4 *, unsigned char *, unsigned int));
```

```
static void MD4_memcpy PROTO_LIST ((POINTER, POINTER, unsigned int));
```

```
static void MD4_memset PROTO_LIST ((POINTER, int, unsigned int));
```

```
static unsigned char PADDING[64] = {
```

```
0x80, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0,
```

```
0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0,
```

```
0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0,
```

```
};
```

```
/* F, G and H are basic MD4 functions.
```

```
*/
```

```
#define F(x, y, z) (((x) & (y)) | ((~x) & (z)))
```

```
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```

```
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```

```

#define G(x, y, z) (((x) & (y)) | ((x) & (z)) | ((y) & (z)))
#define H(x, y, z) ((x) ^ (y) ^ (z))

/* ROTATE_LEFT rotates x left n bits.
*/
#define ROTATE_LEFT(x, n) (((x) << (n)) | ((x) >> (32-(n))))

/* FF, GG and HH are transformations for rounds 1, 2 and 3 */
/* Rotation is separate from addition to prevent recomputation */

#define FF(a, b, c, d, x, s) { \
    (a) += F ((b), (c), (d)) + (x); \
    (a) = ROTATE_LEFT ((a), (s)); \
}
#define GG(a, b, c, d, x, s) { \
    (a) += G ((b), (c), (d)) + (x) + (UINT4)0x5a827999; \
    (a) = ROTATE_LEFT ((a), (s)); \
}
#define HH(a, b, c, d, x, s) { \
    (a) += H ((b), (c), (d)) + (x) + (UINT4)0x6ed9eba1; \
    (a) = ROTATE_LEFT ((a), (s)); \
}

/* MD4 initialization. Begins an MD4 operation, writing a new context.
*/
void MD4Init (context)
MD4_CTX *context;          /* context */
{
    context->count[0] = context->count[1] = 0;

    /* Load magic initialization constants.
    */
    context->state[0] = 0x67452301;
    context->state[1] = 0xefcdab89;
    context->state[2] = 0x98badcfe;
    context->state[3] = 0x10325476;
}

/* MD4 block update operation. Continues an MD4 message-digest operation, processing another message block, and updating the
context.
*/

```

```

void MD4Update (context, input, inputLen)
MD4_CTX *context;                /* context */
unsigned char *input;            /* input block */
unsigned int inputLen;          /* length of input block */
{
    unsigned int i, index, partLen;

    /* Compute number of bytes mod 64 */
    index = (unsigned int)((context->count[0] >> 3) & 0x3F);
    /* Update number of bits */
    if ((context->count[0] += ((UINT4)inputLen << 3))
        < ((UINT4)inputLen << 3))
        context->count[1]++;
    context->count[1] += ((UINT4)inputLen >> 29);

    partLen = 64 - index;

    /* Transform as many times as possible.
    */
    if (inputLen >= partLen) {
        MD4_memcpy
            ((POINTER)&context->buffer[index], (POINTER)input, partLen);
        MD4Transform (context->state, context->buffer);

        for (i = partLen; i + 63 < inputLen; i += 64)
            MD4Transform (context->state, &input[i]);

        index = 0;
    }
    else
        i = 0;

    /* Buffer remaining input */
    MD4_memcpy
        ((POINTER)&context->buffer[index], (POINTER)&input[i],
        inputLen-i);
}

/* MD4 finalization. Ends an MD4 message-digest operation, writing the message digest and zeroizing the context.
*/

```

```

void MD4Final (digest, context)
unsigned char digest[16];          /* message digest */
MD4_CTX *context;                 /* context */
{
    unsigned char bits[8];
    unsigned int index, padLen;

    /* Save number of bits */
    Encode (bits, context->count, 8);

    /* Pad out to 56 mod 64.
    */
    index = (unsigned int)((context->count[0] >> 3) & 0x3f);
    padLen = (index < 56) ? (56 - index) : (120 - index);
    MD4Update (context, PADDING, padLen);

    /* Append length (before padding) */
    MD4Update (context, bits, 8);
    /* Store state in digest */
    Encode (digest, context->state, 16);

    /* Zeroize sensitive information.
    */
    MD4_memset ((POINTER)context, 0, sizeof (*context));
}

/* MD4 basic transformation. Transforms state based on block.
*/
static void MD4Transform (state, block)
UINT4 state[4];
unsigned char block[64];
{
    UINT4 a = state[0], b = state[1], c = state[2], d = state[3], x[16];

    Decode (x, block, 64);

    /* Round 1 */
    FF (a, b, c, d, x[ 0], S11); /* 1 */
    FF (d, a, b, c, x[ 1], S12); /* 2 */

```


FF (c, d, a, b, x[2], S13); /* 3 */
FF (b, c, d, a, x[3], S14); /* 4 */
FF (a, b, c, d, x[4], S11); /* 5 */
FF (d, a, b, c, x[5], S12); /* 6 */
FF (c, d, a, b, x[6], S13); /* 7 */
FF (b, c, d, a, x[7], S14); /* 8 */
FF (a, b, c, d, x[8], S11); /* 9 */
FF (d, a, b, c, x[9], S12); /* 10 */
FF (c, d, a, b, x[10], S13); /* 11 */
FF (b, c, d, a, x[11], S14); /* 12 */
FF (a, b, c, d, x[12], S11); /* 13 */
FF (d, a, b, c, x[13], S12); /* 14 */
FF (c, d, a, b, x[14], S13); /* 15 */
FF (b, c, d, a, x[15], S14); /* 16 */

/* Round 2 */

GG (a, b, c, d, x[0], S21); /* 17 */
GG (d, a, b, c, x[4], S22); /* 18 */
GG (c, d, a, b, x[8], S23); /* 19 */
GG (b, c, d, a, x[12], S24); /* 20 */
GG (a, b, c, d, x[1], S21); /* 21 */
GG (d, a, b, c, x[5], S22); /* 22 */
GG (c, d, a, b, x[9], S23); /* 23 */
GG (b, c, d, a, x[13], S24); /* 24 */
GG (a, b, c, d, x[2], S21); /* 25 */
GG (d, a, b, c, x[6], S22); /* 26 */
GG (c, d, a, b, x[10], S23); /* 27 */
GG (b, c, d, a, x[14], S24); /* 28 */
GG (a, b, c, d, x[3], S21); /* 29 */
GG (d, a, b, c, x[7], S22); /* 30 */
GG (c, d, a, b, x[11], S23); /* 31 */
GG (b, c, d, a, x[15], S24); /* 32 */

/* Round 3 */

HH (a, b, c, d, x[0], S31); /* 33 */
HH (d, a, b, c, x[8], S32); /* 34 */
HH (c, d, a, b, x[4], S33); /* 35 */
HH (b, c, d, a, x[12], S34); /* 36 */
HH (a, b, c, d, x[2], S31); /* 37 */
HH (d, a, b, c, x[10], S32); /* 38 */

```

HH (c, d, a, b, x[ 6], S33); /* 39 */
HH (b, c, d, a, x[14], S34); /* 40 */
HH (a, b, c, d, x[ 1], S31); /* 41 */
HH (d, a, b, c, x[ 9], S32); /* 42 */
HH (c, d, a, b, x[ 5], S33); /* 43 */
HH (b, c, d, a, x[13], S34); /* 44 */
HH (a, b, c, d, x[ 3], S31); /* 45 */
HH (d, a, b, c, x[11], S32); /* 46 */
HH (c, d, a, b, x[ 7], S33); /* 47 */
HH (b, c, d, a, x[15], S34); /* 48 */

```

```

state[0] += a;
state[1] += b;
state[2] += c;
state[3] += d;

```

```

/* Zeroize sensitive information.

```

```

*/
MD4_memset ((POINTER)x, 0, sizeof (x));
}

```

```

/* Encodes input (UINT4) into output (unsigned char). Assumes len is a multiple of 4.

```

```

*/
static void Encode (output, input, len)
unsigned char *output;
UINT4 *input;
unsigned int len;
{
    unsigned int i, j;

    for (i = 0, j = 0; j < len; i++, j += 4) {
        output[j] = (unsigned char)(input[i] & 0xff);
        output[j+1] = (unsigned char)((input[i] >> 8) & 0xff);
        output[j+2] = (unsigned char)((input[i] >> 16) & 0xff);
        output[j+3] = (unsigned char)((input[i] >> 24) & 0xff);
    }
}

```

```

/* Decodes input (unsigned char) into output (UINT4). Assumes len is
    a multiple of 4.

```

```

*/
static void Decode (output, input, len)

UINT4 *output;
unsigned char *input;
unsigned int len;
{
    unsigned int i, j;

    for (i = 0, j = 0; j < len; i++, j += 4)
        output[i] = (((UINT4)input[j]) | (((UINT4)input[j+1]) << 8) |
            (((UINT4)input[j+2]) << 16) | (((UINT4)input[j+3]) << 24);
}

```

/* Note: Replace "for loop" with standard memcpy if possible.

```

*/
static void MD4_memcpy (output, input, len)
POINTER output;
POINTER input;
unsigned int len;
{
    unsigned int i;

    for (i = 0; i < len; i++)
        output[i] = input[i];
}

```

/* Note: Replace "for loop" with standard memset if possible.

```

*/
static void MD4_memset (output, value, len)
POINTER output;
int value;
unsigned int len;
{
    unsigned int i;

    for (i = 0; i < len; i++)
        ((char *)output)[i] = (char)value;
}

```

A.4 mddriver.c

```
/* MDDRIVER.C - test driver for MD2, MD4 and MD5
```

```
*/
```

```
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```

```
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```

```
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```

```
*/
```

```
/* The following makes MD default to MD5 if it has not already been defined with C compiler flags.
```

```
*/
```

```
#ifndef MD
```

```
#define MD MD5
```

```
#endif
```

```
#include <stdio.h>
```

```
#include <time.h>
```

```
#include <string.h>
```

```
#include "global.h"
```

```
#if MD == 2
```

```
#include "md2.h"
```

```
#endif
```

```
#if MD == 4
```

```
#include "md4.h"
```

```
#endif
```

```
#if MD == 5
```

```
#include "md5.h"
```

```
#endif
```

```
/* Length of test block, number of test blocks.
```

```
*/
```

```
#define TEST_BLOCK_LEN 1000
```

```
#define TEST_BLOCK_COUNT 1000
```

```
static void MDString PROTO_LIST ((char *));
```

```
static void MDTimeTrial PROTO_LIST ((void));
```

```
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```

```
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```

```
static void MDTestSuite PROTO_LIST ((void));
static void MDFile PROTO_LIST ((char *));
static void MDFilter PROTO_LIST ((void));
static void MDPrint PROTO_LIST ((unsigned char [16]));
```

```
#if MD == 2
#define MD_CTX MD2_CTX
#define MDInit MD2Init
#define MDUpdate MD2Update
#define MDFinal MD2Final
```

```
#endif
```

```
#if MD == 4
#define MD_CTX MD4_CTX
#define MDInit MD4Init
#define MDUpdate MD4Update
#define MDFinal MD4Final
```

```
#endif
```

```
#if MD == 5
#define MD_CTX MD5_CTX
#define MDInit MD5Init
#define MDUpdate MD5Update
#define MDFinal MD5Final
```

```
#endif
```

```
/* Main driver.
```

Arguments (may be any combination):

- sstring - digests string
- t - runs time trial
- x - runs test script
- filename - digests file
- (none) - digests standard input

```
*/
```

```
int main (argc, argv)
```

```
int argc;
```

```
char *argv[];
```

```
{
```

```
int i;
```

```

if (argc > 1)
  for (i = 1; i < argc; i++)
    if (argv[i][0] == '-' && argv[i][1] == 's')
      MDString (argv[i] + 2);
    else if (strcmp (argv[i], "-t") == 0)
      MDTimeTrial ();
    else if (strcmp (argv[i], "-x") == 0)
      MDTestSuite ();
    else
      MDFile (argv[i]);
else
  MDFilter ();

return (0);
}

/* Digests a string and prints the result.
*/
static void MDString (string)

char *string;
{
  MD_CTX context;
  unsigned char digest[16];
  unsigned int len = strlen (string);

  MDInit (&context);
  MDUpdate (&context, string, len);
  MDFinal (digest, &context);

  printf ("MD%d (\"%s\") = ", MD, string);
  MDPrint (digest);
  printf ("\n");
}

/* Measures the time to digest TEST_BLOCK_COUNT TEST_BLOCK_LEN-byte
  blocks.
*/
static void MDTimeTrial ()
{

```

```

MD_CTX context;
time_t endTime, startTime;
unsigned char block[TEST_BLOCK_LEN], digest[16];
unsigned int i;

printf
("MD%d time trial. Digesting %d %d-byte blocks ...", MD,
TEST_BLOCK_LEN, TEST_BLOCK_COUNT);

/* Initialize block */
for (i = 0; i < TEST_BLOCK_LEN; i++)
    block[i] = (unsigned char)(i & 0xff);

/* Start timer */
time (&startTime);

/* Digest blocks */
MDInit (&context);
for (i = 0; i < TEST_BLOCK_COUNT; i++)
    MDUpdate (&context, block, TEST_BLOCK_LEN);
MDFinal (digest, &context);

/* Stop timer */
time (&endTime);

printf (" done\n");
printf ("Digest = ");
MDPrint (digest);

printf ("\nTime = %ld seconds\n", (long)(endTime-startTime));
printf
("Speed = %ld bytes/second\n",
(long)TEST_BLOCK_LEN * (long)TEST_BLOCK_COUNT/(endTime-startTime));
}

/* Digests a reference suite of strings and prints the results.
*/
static void MDTestSuite ()
{
    printf ("MD%d test suite:\n", MD);

```

```

MDString ("");
MDString ("a");
MDString ("abc");
MDString ("message digest");
MDString ("abcdefghijklmnopqrstuvwxy");
MDString
  ("ABCDEFGHJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxy0123456789");
MDString

  ("1234567890123456789012345678901234567890\
1234567890123456789012345678901234567890");
}

/* Digests a file and prints the result.
*/
static void MDFile (filename)
char *filename;
{
  FILE *file;
  MD_CTX context;
  int len;
  unsigned char buffer[1024], digest[16];

  if ((file = fopen (filename, "rb")) == NULL)
    printf ("%s can't be opened\n", filename);

  else {
    MDInit (&context);
    while (len = fread (buffer, 1, 1024, file))
      MDUpdate (&context, buffer, len);
    MDFinal (digest, &context);

    fclose (file);

    printf ("MD%d (%s) = ", MD, filename);
    MDPrint (digest);

    printf ("\n");
  }
}

```



```

}

/* Digests the standard input and prints the result.
*/
static void MDFilter ()
{
    MD_CTX context;
    int len;
    unsigned char buffer[16], digest[16];

    MDInit (&context);
    while (len = fread (buffer, 1, 16, stdin))
        MDUpdate (&context, buffer, len);
    MDFinal (digest, &context);

    MDPrint (digest);
    printf ("\n");
}

```

```

/* Prints a message digest in hexadecimal.
*/
static void MDPrint (digest)
unsigned char digest[16];

{
    unsigned int i;

    for (i = 0; i < 16; i++)
        printf ("%02x", digest[i]);
}

```

A.5 Test suite

The MD4 test suite (driver option "-x") should print the following results:

MD4 test suite:

MD4 ("") = 31d6cfe0d16ae931b73c59d7e0c089c0

MD4 ("a") = bde52cb31de33e46245e05fbdbd6fb24

MD4 ("abc") = a448017aaf21d8525fc10ae87aa6729d

MD4 ("message digest") = d9130a8164549fe818874806e1c7014b

MD4 ("abcdefghijklmnopqrstuvwxyz") = d79e1c308aa5bbcddea8ed63df412da9

MD4 ("ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789") =
043f8582f241db351ce627e153e7f0e4
MD4 ("123456789012345678901234567890123456789012345678901234567890123456
78901234567890") = e33b4ddc9c38f2199c3e7b164fcc0536

Security Considerations

The level of security discussed in this memo is considered to be sufficient for implementing moderate security hybrid digital-signature schemes based on MD4 and a public-key cryptosystem. We do not know of any reason that MD4 would not be sufficient for implementing very high security digital-signature schemes, but because MD4 was designed to be exceptionally fast, it is "at the edge" in terms of risking successful cryptanalytic attack. After further critical review, it may be appropriate to consider MD4 for very high security applications. For very high security applications before the completion of that review, the MD5 algorithm [4] is recommended.

Author's Address

Ronald L. Rivest
Massachusetts Institute of Technology
Laboratory for Computer Science
NE43-324
545 Technology Square
Cambridge, MA 02139-1986

Phone: (617) 253-5880

E-Mail: rivest@theory.lcs.mit.edu

Appendix S – SOFTWARE MD5

DESCRIPTION:

The MD5 Message-Digest Algorithm

Network Working Group R. Rivest
Request for Comments: 1321 MIT Laboratory for Computer Science
and RSA Data Security, Inc.
April 1992

The MD5 Message-Digest Algorithm

Status of this Memo

This memo provides information for the Internet community. It does not specify an Internet standard. Distribution of this memo is unlimited.

Acknowledgements

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1. Executive Summary

This document describes the MD5 message-digest algorithm. The algorithm takes as input a message of arbitrary length and produces as output a 128-bit "fingerprint" or "message digest" of the input. It is conjectured that it is computationally infeasible to produce two messages having the same message digest, or to produce any message having a given prespecified target message digest. The MD5 algorithm is intended for digital signature applications, where a large file must be "compressed" in a secure manner before being encrypted with a private (secret) key under a public-key cryptosystem such as RSA.

The MD5 algorithm is designed to be quite fast on 32-bit machines. In addition, the MD5 algorithm does not require any large substitution tables; the algorithm can be coded quite compactly.

The MD5 algorithm is an extension of the MD4 message-digest algorithm [1,2]. MD5 is slightly slower than MD4, but is more "conservative" in design. MD5 was designed because it was felt that MD4 was perhaps being adopted for use more quickly than justified by the existing critical review; because MD4 was designed to be exceptionally fast, it is "at the edge" in terms of risking successful cryptanalytic attack. MD5 backs off a bit, giving up a little in speed for a much greater likelihood of ultimate security. It incorporates some suggestions made by various reviewers, and contains additional optimizations. The MD5 algorithm is being placed in the public domain for review and possible adoption as a standard.

For OSI-based applications, MD5's object identifier is

md5 OBJECT IDENTIFIER ::=

```
iso(1) member-body(2) US(840) rsadsi(113549) digestAlgorithm(2) 5 }
```

In the X.509 type AlgorithmIdentifier [3], the parameters for MD5 should have type NULL.

2. Terminology and Notation

In this document a "word" is a 32-bit quantity and a "byte" is an eight-bit quantity. A sequence of bits can be interpreted in a natural manner as a sequence of bytes, where each consecutive group of eight bits is interpreted as a byte with the high-order (most significant) bit of each byte listed first. Similarly, a sequence of bytes can be interpreted as a sequence of 32-bit words, where each consecutive group of four bytes is interpreted as a word with the low-order (least significant) byte given first.

Let x_i denote "x sub i". If the subscript is an expression, we surround it in braces, as in x_{i+1} . Similarly, we use $^$ for superscripts (exponentiation), so that x^i denotes x to the i-th power.

Let the symbol "+" denote addition of words (i.e., modulo- 2^{32} addition). Let $X \lll s$ denote the 32-bit value obtained by circularly shifting (rotating) X left by s bit positions. Let $\text{not}(X)$ denote the bit-wise complement of X, and let $X \vee Y$ denote the bit-wise OR of X and Y. Let $X \oplus Y$ denote the bit-wise XOR of X and Y, and let XY denote the bit-wise AND of X and Y.

3. MD5 Algorithm Description

We begin by supposing that we have a b-bit message as input, and that we wish to find its message digest. Here b is an arbitrary nonnegative integer; b may be zero, it need not be a multiple of eight, and it may be arbitrarily large. We imagine the bits of the message written down as follows:

$$m_0 m_1 \dots m_{b-1}$$

The following five steps are performed to compute the message digest of the message.

3.1 Step 1. Append Padding Bits

The message is "padded" (extended) so that its length (in bits) is congruent to 448, modulo 512. That is, the message is extended so that it is just 64 bits shy of being a multiple of 512 bits long. Padding is always performed, even if the length of the message is already congruent to 448, modulo 512.

Padding is performed as follows: a single "1" bit is appended to the message, and then "0" bits are appended so that the length in bits of the padded message becomes congruent to 448, modulo 512. In all, at least one bit and at most 512 bits are appended.

3.2 Step 2. Append Length

A 64-bit representation of b (the length of the message before the padding bits were added) is appended to the result of the previous step. In the unlikely event that b is greater than 2^{64} , then only the low-order 64 bits of b are used. (These bits are appended as two 32-bit words and appended low-order word first in accordance with the previous conventions.)

At this point the resulting message (after padding with bits and with b) has a length that is an exact multiple of 512 bits. Equivalently, this message has a length that is an exact multiple of 16 (32-bit) words. Let $M[0 \dots N-1]$ denote the words of the resulting message, where N is a multiple of 16.

3.3 Step 3. Initialize MD Buffer

A four-word buffer (A,B,C,D) is used to compute the message digest. Here each of A, B, C, D is a 32-bit register. These registers are initialized to the following values in hexadecimal, low-order bytes first):

word A: 01 23 45 67
word B: 89 ab cd ef
word C: fe dc ba 98
word D: 76 54 32 10

3.4 Step 4. Process Message in 16-Word Blocks

We first define four auxiliary functions that each take as input three 32-bit words and produce as output one 32-bit word.

$$F(X,Y,Z) = XY \vee \text{not}(X) Z$$
$$G(X,Y,Z) = XZ \vee Y \text{not}(Z)$$
$$H(X,Y,Z) = X \text{ xor } Y \text{ xor } Z$$
$$I(X,Y,Z) = Y \text{ xor } (X \vee \text{not}(Z))$$

In each bit position F acts as a conditional: if X then Y else Z . The function F could have been defined using $+$ instead of \vee since XY and $\text{not}(X)Z$ will never have 1's in the same bit position.) It is interesting to note that if the bits of X , Y , and Z are independent and unbiased, the each bit of $F(X,Y,Z)$ will be independent and unbiased.

The functions G , H , and I are similar to the function F , in that they act in "bitwise parallel" to produce their output from the bits of X , Y , and Z , in such a manner that if the corresponding bits of X , Y , and Z are independent and unbiased, then each bit of $G(X,Y,Z)$, $H(X,Y,Z)$, and $I(X,Y,Z)$ will be independent and unbiased. Note that the function H is the bit-wise "xor" or "parity" function of its inputs.

This step uses a 64-element table $T[1 \dots 64]$ constructed from the sine function. Let $T[i]$ denote the i -th element of the table, which is equal to the integer part of 4294967296 times $\text{abs}(\sin(i))$, where i is in radians. The elements of the table are given in the appendix.

Do the following:

```
/* Process each 16-word block. */
```

```
For i = 0 to N/16-1 do
```

```
/* Copy block i into X. */
```

```
For j = 0 to 15 do
  Set X[j] to M[i*16+j].
end /* of loop on j */
```

```
/* Save A as AA, B as BB, C as CC, and D as DD. */
```

```
AA = A
```

```
BB = B
```

```
CC = C
```

```
DD = D
```

```
/* Round 1. */
```

```
/* Let [abcd k s i] denote the operation
```

```
  a = b + ((a + F(b,c,d) + X[k] + T[i]) <<< s). */
```

```
/* Do the following 16 operations. */
```

```
[ABCD 0 7 1] [DABC 1 12 2] [CDAB 2 17 3] [BCDA 3 22 4]
```

```
[ABCD 4 7 5] [DABC 5 12 6] [CDAB 6 17 7] [BCDA 7 22 8]
```

```
[ABCD 8 7 9] [DABC 9 12 10] [CDAB 10 17 11] [BCDA 11 22 12]
```

```
[ABCD 12 7 13] [DABC 13 12 14] [CDAB 14 17 15] [BCDA 15 22 16]
```

```
/* Round 2. */
```

```
/* Let [abcd k s i] denote the operation
```

```
  a = b + ((a + G(b,c,d) + X[k] + T[i]) <<< s). */
```

```
/* Do the following 16 operations. */
```

```
[ABCD 1 5 17] [DABC 6 9 18] [CDAB 11 14 19] [BCDA 0 20 20]
```

```
[ABCD 5 5 21] [DABC 10 9 22] [CDAB 15 14 23] [BCDA 4 20 24]
```

```
[ABCD 9 5 25] [DABC 14 9 26] [CDAB 3 14 27] [BCDA 8 20 28]
```

```
[ABCD 13 5 29] [DABC 2 9 30] [CDAB 7 14 31] [BCDA 12 20 32]
```

```
/* Round 3. */
```

```
/* Let [abcd k s t] denote the operation
```

```
  a = b + ((a + H(b,c,d) + X[k] + T[i]) <<< s). */
```

```
/* Do the following 16 operations. */
```

```
[ABCD 5 4 33] [DABC 8 11 34] [CDAB 11 16 35] [BCDA 14 23 36]
```

```
[ABCD 1 4 37] [DABC 4 11 38] [CDAB 7 16 39] [BCDA 10 23 40]
```

```
[ABCD 13 4 41] [DABC 0 11 42] [CDAB 3 16 43] [BCDA 6 23 44]
```

```
[ABCD 9 4 45] [DABC 12 11 46] [CDAB 15 16 47] [BCDA 2 23 48]
```

```
/* Round 4. */
```

```
/* Let [abcd k s t] denote the operation
```

```
  a = b + ((a + I(b,c,d) + X[k] + T[i]) <<< s). */
```

```

/* Do the following 16 operations. */
[ABCD 0 6 49] [DABC 7 10 50] [CDAB 14 15 51] [BCDA 5 21 52]
[ABCD 12 6 53] [DABC 3 10 54] [CDAB 10 15 55] [BCDA 1 21 56]
[ABCD 8 6 57] [DABC 15 10 58] [CDAB 6 15 59] [BCDA 13 21 60]
[ABCD 4 6 61] [DABC 11 10 62] [CDAB 2 15 63] [BCDA 9 21 64]

```

```

/* Then perform the following additions. (That is increment each
of the four registers by the value it had before this block
was started.) */

```

```
A = A + AA
```

```
B = B + BB
```

```
C = C + CC
```

```
D = D + DD
```

```
end /* of loop on i */
```

3.5 Step 5. Output

The message digest produced as output is A, B, C, D. That is, we begin with the low-order byte of A, and end with the high-order byte of D.

This completes the description of MD5. A reference implementation in C is given in the appendix.

4. Summary

The MD5 message-digest algorithm is simple to implement, and provides a "fingerprint" or message digest of a message of arbitrary length. It is conjectured that the difficulty of coming up with two messages having the same message digest is on the order of 2^{64} operations, and that the difficulty of coming up with any message having a given message digest is on the order of 2^{128} operations. The MD5 algorithm has been carefully scrutinized for weaknesses. It is, however, a relatively new algorithm and further security analysis is of course justified, as is the case with any new proposal of this sort.

5. Differences Between MD4 and MD5

The following are the differences between MD4 and MD5:

1. A fourth round has been added.
2. Each step now has a unique additive constant.
3. The function g in round 2 was changed from $(XY \vee XZ \vee YZ)$ to $(XZ \vee Y \text{ not}(Z))$ to make g less symmetric.

4. Each step now adds in the result of the previous step. This promotes a faster "avalanche effect".
5. The order in which input words are accessed in rounds 2 and 3 is changed, to make these patterns less like each other.
6. The shift amounts in each round have been approximately optimized, to yield a faster "avalanche effect." The shifts in different rounds are distinct.

References

- [1] Rivest, R., "The MD4 Message Digest Algorithm", RFC 1320, MIT and RSA Data Security, Inc., April 1992.
- [2] Rivest, R., "The MD4 message digest algorithm", in A.J. Menezes and S.A. Vanstone, editors, Advances in Cryptology - CRYPTO '90 Proceedings, pages 303-311, Springer-Verlag, 1991.
- [3] CCITT Recommendation X.509 (1988), "The Directory -Authentication Framework."

APPENDIX A - Reference Implementation

This appendix contains the following files taken from RSAREF: A Cryptographic Toolkit for Privacy-Enhanced Mail:

global.h -- global header file
md5.h -- header file for MD5
md5c.c -- source code for MD5

For more information on RSAREF, send email to <rsaref@rsa.com>.

The appendix also includes the following file:

mddriver.c -- test driver for MD2, MD4 and MD5

The driver compiles for MD5 by default but can compile for MD2 or MD4 if the symbol MD is defined on the C compiler command line as 2 or 4.

The implementation is portable and should work on many different platforms. However, it is not difficult to optimize the implementation on particular platforms, an exercise left to the reader. For example, on "little-endian" platforms where the lowest-addressed byte in a 32-bit word is the least significant and there are no alignment restrictions, the call to Decode in MD5Transform can be replaced with a typecast.

A.1 global.h

```
/* GLOBAL.H - RSAREF types and constants
```



```
*/
```

```
/* PROTOTYPES should be set to one if and only if the compiler supports function argument prototyping. The following makes PROTOTYPES default to 0 if it has not already been defined with C compiler flags.
```

```
*/
```

```
#ifndef PROTOTYPES  
#define PROTOTYPES 0  
#endif
```

```
/* POINTER defines a generic pointer type */  
typedef unsigned char *POINTER;
```

```
/* UINT2 defines a two byte word */  
typedef unsigned short int UINT2;
```

```
/* UINT4 defines a four byte word */  
typedef unsigned long int UINT4;
```

```
/* PROTO_LIST is defined depending on how PROTOTYPES is defined above.  
If using PROTOTYPES, then PROTO_LIST returns the list, otherwise it  
returns an empty list.
```

```
*/
```

```
#if PROTOTYPES  
#define PROTO_LIST(list) list  
#else  
#define PROTO_LIST(list) ()  
#endif
```

A.2 md5.h

```
/* MD5.H - header file for MD5C.C  
*/
```

```
/* Copyright (C) 1991-2, RSA Data Security, Inc. Created 1991. All rights reserved.
```

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*/

/* MD5 context. */

```
typedef struct {
    UINT4 state[4];          /* state (ABCD) */
    UINT4 count[2];         /* number of bits, modulo 2^64 (lsb first) */
    unsigned char buffer[64]; /* input buffer */
} MD5_CTX;
```

```
void MD5Init PROTO_LIST ((MD5_CTX *));
```

```
void MD5Update PROTO_LIST
```

```
((MD5_CTX *, unsigned char *, unsigned int));
```

```
void MD5Final PROTO_LIST ((unsigned char [16], MD5_CTX *));
```

A.3 md5c.c

/* MD5C.C - RSA Data Security, Inc., MD5 message-digest algorithm

*/

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*/

```
#include "global.h"
```

```
#include "md5.h"
```

/* Constants for MD5Transform routine.

*/

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```

#define S11 7
#define S12 12
#define S13 17
#define S14 22
#define S21 5
#define S22 9
#define S23 14
#define S24 20
#define S31 4
#define S32 11
#define S33 16
#define S34 23
#define S41 6
#define S42 10
#define S43 15
#define S44 21

```

```

static void MD5Transform PROTO_LIST ((UINT4 [4], unsigned char [64]));
static void Encode PROTO_LIST
    ((unsigned char *, UINT4 *, unsigned int));
static void Decode PROTO_LIST
    ((UINT4 *, unsigned char *, unsigned int));
static void MD5_memcpy PROTO_LIST ((POINTER, POINTER, unsigned int));
static void MD5_memset PROTO_LIST ((POINTER, int, unsigned int));

```

```

static unsigned char PADDING[64] = {
    0x80, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0,
    0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0,
    0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
};

```

```

/* F, G, H and I are basic MD5 functions.

```

```

*/
#define F(x, y, z) (((x) & (y)) | ((~x) & (z)))
#define G(x, y, z) (((x) & (z)) | ((y) & (~z)))
#define H(x, y, z) ((x) ^ (y) ^ (z))
#define I(x, y, z) ((y) ^ ((x) | (~z)))

```

```

/* ROTATE_LEFT rotates x left n bits.

```

```

*/

```

```

#define ROTATE_LEFT(x, n) (((x) << (n)) | ((x) >> (32-(n))))

/* FF, GG, HH, and II transformations for rounds 1, 2, 3, and 4.
Rotation is separate from addition to prevent recomputation.
*/
#define FF(a, b, c, d, x, s, ac) { \
    (a) += F ((b), (c), (d)) + (x) + (UINT4)(ac); \
    (a) = ROTATE_LEFT ((a), (s)); \

    (a) += (b); \
}
#define GG(a, b, c, d, x, s, ac) { \
    (a) += G ((b), (c), (d)) + (x) + (UINT4)(ac); \
    (a) = ROTATE_LEFT ((a), (s)); \
    (a) += (b); \
}
#define HH(a, b, c, d, x, s, ac) { \
    (a) += H ((b), (c), (d)) + (x) + (UINT4)(ac); \
    (a) = ROTATE_LEFT ((a), (s)); \
    (a) += (b); \
}
#define II(a, b, c, d, x, s, ac) { \
    (a) += I ((b), (c), (d)) + (x) + (UINT4)(ac); \
    (a) = ROTATE_LEFT ((a), (s)); \
    (a) += (b); \
}

/* MD5 initialization. Begins an MD5 operation, writing a new context.
*/
void MD5Init (context)
MD5_CTX *context;          /* context */
{
    context->count[0] = context->count[1] = 0;
    /* Load magic initialization constants.
    */
    context->state[0] = 0x67452301;
    context->state[1] = 0xefcdab89;
    context->state[2] = 0x98badcfe;
    context->state[3] = 0x10325476;
}

```

```

/* MD5 block update operation. Continues an MD5 message-digest operation, processing another message block, and updating the
context.
*/
void MD5Update (context, input, inputLen)
MD5_CTX *context;          /* context */
unsigned char *input;      /* input block */
unsigned int inputLen;     /* length of input block */
{
    unsigned int i, index, partLen;

    /* Compute number of bytes mod 64 */
    index = (unsigned int)((context->count[0] >> 3) & 0x3F);

    /* Update number of bits */
    if ((context->count[0] += ((UINT4)inputLen << 3))
        < ((UINT4)inputLen << 3))
        context->count[1]++;
    context->count[1] += ((UINT4)inputLen >> 29);

    partLen = 64 - index;

    /* Transform as many times as possible.
    */
    if (inputLen >= partLen) {
        MD5_memcpy
            ((POINTER)&context->buffer[index], (POINTER)input, partLen);
        MD5Transform (context->state, context->buffer);

        for (i = partLen; i + 63 < inputLen; i += 64)
            MD5Transform (context->state, &input[i]);

        index = 0;
    }
    else
        i = 0;

    /* Buffer remaining input */
    MD5_memcpy
        ((POINTER)&context->buffer[index], (POINTER)&input[i],

```

```

    inputLen-i);
}

/* MD5 finalization. Ends an MD5 message-digest operation, writing the message digest and zeroizing the context.
*/
void MD5Final (digest, context)
unsigned char digest[16];          /* message digest */
MD5_CTX *context;                 /* context */
{
    unsigned char bits[8];
    unsigned int index, padLen;

    /* Save number of bits */
    Encode (bits, context->count, 8);

    /* Pad out to 56 mod 64.
    */
    index = (unsigned int)((context->count[0] >> 3) & 0x3f);
    padLen = (index < 56) ? (56 - index) : (120 - index);
    MD5Update (context, PADDING, padLen);

    /* Append length (before padding) */
    MD5Update (context, bits, 8);

    /* Store state in digest */
    Encode (digest, context->state, 16);

    /* Zeroize sensitive information.
    */
    MD5_memset ((POINTER)context, 0, sizeof (*context));
}

/* MD5 basic transformation. Transforms state based on block.
*/
static void MD5Transform (state, block)
UINT4 state[4];
unsigned char block[64];
{
    UINT4 a = state[0], b = state[1], c = state[2], d = state[3], x[16];

```

Decode (x, block, 64);

/ Round 1 */*

FF (a, b, c, d, x[0], S11, 0xd76aa478); */* 1 */*
FF (d, a, b, c, x[1], S12, 0xe8c7b756); */* 2 */*
FF (c, d, a, b, x[2], S13, 0x242070db); */* 3 */*
FF (b, c, d, a, x[3], S14, 0xc1bdceee); */* 4 */*
FF (a, b, c, d, x[4], S11, 0xf57c0faf); */* 5 */*
FF (d, a, b, c, x[5], S12, 0x4787c62a); */* 6 */*
FF (c, d, a, b, x[6], S13, 0xa8304613); */* 7 */*
FF (b, c, d, a, x[7], S14, 0xfd469501); */* 8 */*
FF (a, b, c, d, x[8], S11, 0x698098d8); */* 9 */*
FF (d, a, b, c, x[9], S12, 0x8b44f7af); */* 10 */*
FF (c, d, a, b, x[10], S13, 0xffff5bb1); */* 11 */*
FF (b, c, d, a, x[11], S14, 0x895cd7be); */* 12 */*
FF (a, b, c, d, x[12], S11, 0x6b901122); */* 13 */*
FF (d, a, b, c, x[13], S12, 0xfd987193); */* 14 */*
FF (c, d, a, b, x[14], S13, 0xa679438e); */* 15 */*
FF (b, c, d, a, x[15], S14, 0x49b40821); */* 16 */*

/ Round 2 */*

GG (a, b, c, d, x[1], S21, 0xf61e2562); */* 17 */*
GG (d, a, b, c, x[6], S22, 0xc040b340); */* 18 */*
GG (c, d, a, b, x[11], S23, 0x265e5a51); */* 19 */*
GG (b, c, d, a, x[0], S24, 0xe9b6c7aa); */* 20 */*
GG (a, b, c, d, x[5], S21, 0xd62f105d); */* 21 */*
GG (d, a, b, c, x[10], S22, 0x2441453); */* 22 */*
GG (c, d, a, b, x[15], S23, 0xd8a1e681); */* 23 */*
GG (b, c, d, a, x[4], S24, 0xe7d3fbc8); */* 24 */*
GG (a, b, c, d, x[9], S21, 0x21e1cde6); */* 25 */*
GG (d, a, b, c, x[14], S22, 0xc33707d6); */* 26 */*
GG (c, d, a, b, x[3], S23, 0xf4d50d87); */* 27 */*
GG (b, c, d, a, x[8], S24, 0x455a14ed); */* 28 */*
GG (a, b, c, d, x[13], S21, 0xa9e3e905); */* 29 */*
GG (d, a, b, c, x[2], S22, 0xfcefa3f8); */* 30 */*
GG (c, d, a, b, x[7], S23, 0x676f02d9); */* 31 */*
GG (b, c, d, a, x[12], S24, 0x8d2a4c8a); */* 32 */*

/ Round 3 */*

HH (a, b, c, d, x[5], S31, 0xffffa3942); */* 33 */*

```
HH (d, a, b, c, x[ 8], S32, 0x8771f681); /* 34 */
HH (c, d, a, b, x[11], S33, 0x6d9d6122); /* 35 */
HH (b, c, d, a, x[14], S34, 0xfde5380c); /* 36 */
HH (a, b, c, d, x[ 1], S31, 0xa4beea44); /* 37 */
HH (d, a, b, c, x[ 4], S32, 0x4bdecfa9); /* 38 */
HH (c, d, a, b, x[ 7], S33, 0xf6bb4b60); /* 39 */
HH (b, c, d, a, x[10], S34, 0xebefbc70); /* 40 */
HH (a, b, c, d, x[13], S31, 0x289b7ec6); /* 41 */
HH (d, a, b, c, x[ 0], S32, 0xeea127fa); /* 42 */
HH (c, d, a, b, x[ 3], S33, 0xd4ef3085); /* 43 */
HH (b, c, d, a, x[ 6], S34, 0x4881d05); /* 44 */
HH (a, b, c, d, x[ 9], S31, 0xd9d4d039); /* 45 */
HH (d, a, b, c, x[12], S32, 0xe6db99e5); /* 46 */
HH (c, d, a, b, x[15], S33, 0x1fa27cf8); /* 47 */
HH (b, c, d, a, x[ 2], S34, 0xc4ac5665); /* 48 */
```

```
/* Round 4 */
```

```
II (a, b, c, d, x[ 0], S41, 0xf4292244); /* 49 */
II (d, a, b, c, x[ 7], S42, 0x432aff97); /* 50 */
II (c, d, a, b, x[14], S43, 0xab9423a7); /* 51 */
II (b, c, d, a, x[ 5], S44, 0xfc93a039); /* 52 */
II (a, b, c, d, x[12], S41, 0x655b59c3); /* 53 */
II (d, a, b, c, x[ 3], S42, 0x8f0ccc92); /* 54 */
II (c, d, a, b, x[10], S43, 0xffeff47d); /* 55 */
II (b, c, d, a, x[ 1], S44, 0x85845dd1); /* 56 */
II (a, b, c, d, x[ 8], S41, 0x6fa87e4f); /* 57 */
II (d, a, b, c, x[15], S42, 0xfe2ce6e0); /* 58 */
II (c, d, a, b, x[ 6], S43, 0xa3014314); /* 59 */
II (b, c, d, a, x[13], S44, 0x4e0811a1); /* 60 */
II (a, b, c, d, x[ 4], S41, 0xf7537e82); /* 61 */
II (d, a, b, c, x[11], S42, 0xbd3af235); /* 62 */
II (c, d, a, b, x[ 2], S43, 0x2ad7d2bb); /* 63 */
II (b, c, d, a, x[ 9], S44, 0xeb86d391); /* 64 */
```

```
state[0] += a;
state[1] += b;
state[2] += c;
state[3] += d;
```

```
/* Zeroize sensitive information.
```



```

*/
MD5_memset ((POINTER)x, 0, sizeof (x));
}

/* Encodes input (UINT4) into output (unsigned char). Assumes len is a multiple of 4.
*/
static void Encode (output, input, len)
unsigned char *output;
UINT4 *input;
unsigned int len;
{
    unsigned int i, j;

    for (i = 0, j = 0; j < len; i++, j += 4) {
        output[j] = (unsigned char)(input[i] & 0xff);
        output[j+1] = (unsigned char)((input[i] >> 8) & 0xff);
        output[j+2] = (unsigned char)((input[i] >> 16) & 0xff);
        output[j+3] = (unsigned char)((input[i] >> 24) & 0xff);
    }
}

/* Decodes input (unsigned char) into output (UINT4). Assumes len is a multiple of 4.
*/
static void Decode (output, input, len)
UINT4 *output;
unsigned char *input;
unsigned int len;
{
    unsigned int i, j;

    for (i = 0, j = 0; j < len; i++, j += 4)
        output[i] = (((UINT4)input[j]) | (((UINT4)input[j+1]) << 8) |
            (((UINT4)input[j+2]) << 16) | (((UINT4)input[j+3]) << 24));
}

/* Note: Replace "for loop" with standard memcpy if possible.
*/

static void MD5_memcpy (output, input, len)
POINTER output;

```

```

POINTER input;
unsigned int len;
{
    unsigned int i;

    for (i = 0; i < len; i++)
output[i] = input[i];
}

```

/* Note: Replace "for loop" with standard memset if possible.

```

*/
static void MD5_memset (output, value, len)
POINTER output;
int value;
unsigned int len;
{
    unsigned int i;

    for (i = 0; i < len; i++)
((char *)output)[i] = (char)value;
}

```

A.4 mddriver.c

```

/* MDDRIVER.C - test driver for MD2, MD4 and MD5

```

```

*/

```

```

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```

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```

*/

```

```

/* The following makes MD default to MD5 if it has not already been defined with C compiler flags.

```

```

*/

```

```

#ifdef MD
#define MD MD5
#endif

```

```

#include <stdio.h>
#include <time.h>
#include <string.h>
#include "global.h"
#if MD == 2
#include "md2.h"
#endif
#if MD == 4
#include "md4.h"
#endif
#if MD == 5
#include "md5.h"
#endif

/* Length of test block, number of test blocks.
 */
#define TEST_BLOCK_LEN 1000
#define TEST_BLOCK_COUNT 1000

static void MDString PROTO_LIST ((char *));
static void MDTimeTrial PROTO_LIST ((void));
static void MDTestSuite PROTO_LIST ((void));
static void MDFile PROTO_LIST ((char *));
static void MDFilter PROTO_LIST ((void));
static void MDPrint PROTO_LIST ((unsigned char [16]));

#if MD == 2
#define MD_CTX MD2_CTX
#define MDInit MD2Init
#define MDUpdate MD2Update
#define MDFinal MD2Final
#endif
#if MD == 4
#define MD_CTX MD4_CTX
#define MDInit MD4Init
#define MDUpdate MD4Update
#define MDFinal MD4Final
#endif
#if MD == 5
#define MD_CTX MD5_CTX

```

```
#define MDInit MD5Init
#define MDUpdate MD5Update
#define MDFinal MD5Final
#endif
```

```
/* Main driver.
```

```
Arguments (may be any combination):
```

```
-sstring - digests string
-t      - runs time trial
-x      - runs test script
filename - digests file
(none) - digests standard input
*/
```

```
int main (argc, argv)
int argc;
char *argv[];
{
    int i;

    if (argc > 1)
    for (i = 1; i < argc; i++)
        if (argv[i][0] == '-' && argv[i][1] == 's')
            MDString (argv[i] + 2);
        else if (strcmp (argv[i], "-t") == 0)
            MDTimeTrial ();
        else if (strcmp (argv[i], "-x") == 0)
            MDTestSuite ();
        else
            MDFile (argv[i]);
    else
    MDFilter ();

    return (0);
}
```

```
/* Digests a string and prints the result.
```

```
*/
static void MDString (string)
char *string;
```

```

{
    MD_CTX context;
    unsigned char digest[16];
    unsigned int len = strlen (string);

    MDInit (&context);
    MDUpdate (&context, string, len);
    MDFinal (digest, &context);

    printf ("MD%d (\"%s\") = ", MD, string);
    MDPrint (digest);
    printf ("\n");
}

/* Measures the time to digest TEST_BLOCK_COUNT TEST_BLOCK_LEN-byte blocks.
*/
static void MDTimeTrial ()
{
    MD_CTX context;
    time_t endTime, startTime;
    unsigned char block[TEST_BLOCK_LEN], digest[16];
    unsigned int i;
    printf
("MD%d time trial. Digesting %d %d-byte blocks ...", MD,
TEST_BLOCK_LEN, TEST_BLOCK_COUNT);

    /* Initialize block */
    for (i = 0; i < TEST_BLOCK_LEN; i++)
        block[i] = (unsigned char)(i & 0xff);

    /* Start timer */
    time (&startTime);

    /* Digest blocks */
    MDInit (&context);
    for (i = 0; i < TEST_BLOCK_COUNT; i++)
        MDUpdate (&context, block, TEST_BLOCK_LEN);
    MDFinal (digest, &context);

    /* Stop timer */
}

```

```

time (&endTime);

printf (" done\n");
printf ("Digest = ");
MDPrint (digest);
printf ("\nTime = %ld seconds\n", (long)(endTime-startTime));
printf
("Speed = %ld bytes/second\n",
(long)TEST_BLOCK_LEN * (long)TEST_BLOCK_COUNT/(endTime-startTime));
}

/* Digests a reference suite of strings and prints the results.
*/
static void MDTestSuite ()
{
printf ("MD%d test suite:\n", MD);

MDString ("");
MDString ("a");
MDString ("abc");
MDString ("message digest");
MDString ("abcdefghijklmnopqrstuvwxyz");
MDString
("ABCDEFGHJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxy0123456789");
MDString
("1234567890123456789012345678901234567890\
1234567890123456789012345678901234567890");
}

/* Digests a file and prints the result.
*/
static void MDFile (filename)
char *filename;
{
FILE *file;
MD_CTX context;
int len;
unsigned char buffer[1024], digest[16];

if ((file = fopen (filename, "rb")) == NULL)

```

```
printf ("%s can't be opened\n", filename);
```

```
else {
```

```
MDInit (&context);
```

```
while (len = fread (buffer, 1, 1024, file))
```

```
    MDUpdate (&context, buffer, len);
```

```
MDFinal (digest, &context);
```

```
fclose (file);
```

```
printf ("MD%d (%s) = ", MD, filename);
```

```
MDPrint (digest);
```

```
printf ("\n");
```

```
}
```

```
}
```

```
/* Digests the standard input and prints the result.
```

```
*/
```

```
static void MDFilter ()
```

```
{
```

```
    MD_CTX context;
```

```
    int len;
```

```
    unsigned char buffer[16], digest[16];
```

```
    MDInit (&context);
```

```
    while (len = fread (buffer, 1, 16, stdin))
```

```
        MDUpdate (&context, buffer, len);
```

```
    MDFinal (digest, &context);
```

```
    MDPrint (digest);
```

```
    printf ("\n");
```

```
}
```

```
/* Prints a message digest in hexadecimal.
```

```
*/
```

```
static void MDPrint (digest)
```

```
unsigned char digest[16];
```

```
{
```

```
    unsigned int i;
```

```
for (i = 0; i < 16; i++)
printf ("%02x", digest[i]);
}
```

A.5 Test suite

The MD5 test suite (driver option "-x") should print the following results:

MD5 test suite:

MD5 ("") = d41d8cd98f00b204e9800998ecf8427e

MD5 ("a") = 0cc175b9c0f1b6a831c399e269772661

MD5 ("abc") = 900150983cd24fb0d6963f7d28e17f72

MD5 ("message digest") = f96b697d7cb7938d525a2f31aaf161d0

MD5 ("abcdefghijklmnopqrstuvwxyz") = c3fcd3d76192e4007dfb496cca67e13b

MD5 ("ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789") =
d174ab98d277d9f5a5611c2c9f419d9f

MD5 ("12345678901234567890123456789012345678901234567890123456789012345678901234567890") = 57edf4a22be3c955ac49da2e2107b67a

Security Considerations

The level of security discussed in this memo is considered to be sufficient for implementing very high security hybrid digital-signature schemes based on MD5 and a public-key cryptosystem.

Author's Address

Ronald L. Rivest

Massachusetts Institute of Technology

Laboratory for Computer Science

NE43-324

545 Technology Square

Cambridge, MA 02139-1986

Phone: (617) 253-5880

E-Mail: rivest@theory.lcs.mit.edu

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2) separate from the Original Code; or

3) for infringements caused by:

i) the modification of the Original Code or

ii) the combination of the Original Code with other software or devices.

2.2. Contributor Grant.

Subject to third party intellectual property claims, each Contributor hereby grants You a world-wide, royalty-free, non-exclusive license

(a) under intellectual property rights (other than patent or trademark) Licensable by Contributor, to use, reproduce, modify, display, perform, sublicense and distribute the Modifications created by such Contributor (or portions thereof) either on an unmodified basis, with other Modifications, as Covered Code and/or as part of a Larger Work; and

(b) under Patent Claims infringed by the making, using, or selling of Modifications made by that Contributor either alone and/or in combination with its Contributor Version (or portions of such combination), to make, use, sell, offer for sale, have made, and/or otherwise dispose of: 1) Modifications made by that Contributor (or portions thereof); and 2) the combination of Modifications made by that Contributor with its Contributor Version (or portions of such combination).

(c) the licenses granted in Sections 2.2(a) and 2.2(b) are effective on the date Contributor first makes Commercial Use of the Covered Code.

(d) notwithstanding Section 2.2(b) above, no patent license is granted:

1) for any code that Contributor has deleted from the Contributor Version;

2) separate from the Contributor Version;

3) for infringements caused by:

i) third party modifications of Contributor Version or

ii) the combination of Modifications made by that Contributor with other software (except as part of the Contributor Version) or other devices; or

4) under Patent Claims infringed by Covered Code in the absence of Modifications made by that Contributor.

3. Distribution Obligations.

3.1. Application of License.

The Modifications which You create or to which You contribute are governed by the terms of this License, including without limitation Section 2.2. The Source Code version of Covered Code may be distributed only under the terms of this License or a future version of this License released under Section 6.1, and You must include a copy of this License with every copy of the Source Code You distribute. You may not offer or impose any terms on any Source Code version that alters or restricts the applicable version of this License or the recipients' rights hereunder. However, You may include an additional document offering the additional rights described in Section 3.5.

3.2. Availability of Source Code.

Any Modification which You create or to which You contribute must be made available in Source Code form under the terms of this License either on the same media as an Executable version or via an accepted Electronic Distribution Mechanism to anyone to whom you made an Executable version available; and if made available via Electronic Distribution Mechanism, must remain available for at least twelve (12) months after the date it initially became available, or at least six (6) months after a subsequent version of that particular Modification has been made available to such recipients. You are responsible for ensuring that the Source Code version remains available even if the Electronic Distribution Mechanism is maintained by a third party.

3.3. Description of Modifications.

You must cause all Covered Code to which You contribute to contain a file documenting the changes You made to create that Covered Code and the date of any change. You must include a prominent statement that the Modification is derived, directly or indirectly, from Original Code provided by the Initial Developer and including the name of the Initial Developer in (a) the Source Code, and (b) in any notice in an Executable version or related documentation in which You describe the origin or ownership of the Covered Code.

3.4. Intellectual Property Matters.

(a) Third Party Claims.

If Contributor has knowledge that a license under a third party's intellectual property rights is required to exercise the rights granted by such Contributor under Sections 2.1 or 2.2, Contributor must include a text file with the Source Code distribution titled "LEGAL" which describes the claim and the party making the claim in sufficient detail that a recipient will know whom to contact. If Contributor obtains such knowledge after the Modification is made available as described in Section 3.2, Contributor shall promptly modify the LEGAL file in all copies Contributor makes available thereafter and shall take other steps (such as notifying appropriate mailing lists or newsgroups) reasonably calculated to inform those who received the Covered Code that new knowledge has been obtained.

(b) Contributor APIs.

If Contributor's Modifications include an application programming interface ("API") and Contributor has knowledge of patent licenses which are reasonably necessary to implement that API, Contributor must also include this information in the LEGAL file.

(c) Representations.

Contributor represents that, except as disclosed pursuant to Section 3.4(a) above, Contributor believes that Contributor's Modifications are Contributor's original creation(s) and/or Contributor has sufficient rights to grant the rights conveyed by this License.

3.5. Required Notices.

You must duplicate the notice in Exhibit A in each file of the Source Code. If it is not possible to put such notice in a particular Source Code file due to its structure, then You must include such notice in a location (such as a relevant directory) where a user would be likely to look for such a notice. If You created one or more Modification(s) You may add your name as a Contributor to the notice described in Exhibit A. You must also duplicate this License in any documentation for the Source Code where You describe recipients' rights or ownership rights relating to Covered Code. You may choose to offer, and to charge a fee for, warranty, support, indemnity or liability obligations to one or more recipients of Covered Code. However, You may do so only on Your own behalf, and not on behalf of the Initial Developer or any Contributor. You must make it absolutely clear than any such warranty, support, indemnity or liability obligation is offered by You alone, and You hereby agree to indemnify the Initial Developer and every Contributor for any liability incurred by the Initial Developer or such Contributor as a result of warranty, support, indemnity or liability terms You offer.

3.6. Distribution of Executable Versions.

You may distribute Covered Code in Executable form only if the requirements of Section 3.1-3.5 have been met for that Covered Code, and if You include a notice stating that the Source Code version of the Covered Code is available under the terms of this License, including a description of how and where You have fulfilled the obligations of Section 3.2. The notice must be conspicuously included in any notice in an Executable version, related documentation or collateral in which You describe recipients' rights relating to the Covered Code. You may distribute the Executable version of Covered Code or ownership rights under a license of Your choice, which may contain terms different from this License, provided that You are in compliance with the terms of this License and that the license for the Executable version does not attempt to limit or alter the recipient's rights in the Source Code version from the rights set forth in this License. If You distribute the Executable version under a different license You must make it absolutely clear that any terms which differ from this License are offered by You alone, not by the Initial Developer or any Contributor. You hereby agree to indemnify the Initial Developer and every Contributor for any liability incurred by the Initial Developer or such Contributor as a result of any such terms You offer.

3.7. Larger Works.

You may create a Larger Work by combining Covered Code with other code not governed by the terms of this License and distribute the Larger Work as a single product. In such a case, You must make sure the requirements of this License are fulfilled for the Covered Code.

4. Inability to Comply Due to Statute or Regulation.

If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Covered Code due to statute, judicial order, or regulation then You must: (a) comply with the terms of this License to the maximum extent possible; and (b) describe the limitations and the code they affect. Such description must be included in the LEGAL file described in Section 3.4 and must be included with all distributions of the Source Code. Except to the extent prohibited by statute or regulation, such description must be sufficiently detailed for a recipient of ordinary skill to be able to understand it.

5. Application of this License.

This License applies to code to which the Initial Developer has attached the notice in Exhibit A and to related Covered Code.

6. Versions of the License.

6.1. New Versions.

Sun Microsystems, Inc. ("Sun") may publish revised and/or new versions of the License from time to time. Each version will be given a distinguishing version number.

6.2. Effect of New Versions.

Once Covered Code has been published under a particular version of the License, You may always continue to use it under the terms of that version. You may also choose to use such Covered Code under the terms of any subsequent version of the License published by Sun. No one other than Sun has the right to modify the terms applicable to Covered Code created under this License.

6.3. Derivative Works.

If You create or use a modified version of this License (which you may only do in order to apply it to code which is not already Covered Code governed by this License), You must: (a) rename Your license so that the phrases "Sun," "Sun Public License," or "SPL" or any confusingly similar phrase do not appear in your license (except to note that your license differs from this License) and (b) otherwise make it clear that Your version of the license contains terms which differ from the Sun Public License. (Filling in the name of the Initial Developer, Original Code or Contributor in the notice described in Exhibit A shall not of themselves be deemed to be modifications of this License.)

7. DISCLAIMER OF WARRANTY.

COVERED CODE IS PROVIDED UNDER THIS LICENSE ON AN "AS IS" BASIS, WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, WITHOUT LIMITATION, WARRANTIES THAT THE COVERED CODE IS FREE OF DEFECTS, MERCHANTABILITY, FIT FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE COVERED CODE IS WITH YOU. SHOULD ANY COVERED CODE PROVE DEFECTIVE IN ANY RESPECT, YOU (NOT THE INITIAL DEVELOPER OR ANY OTHER CONTRIBUTOR) ASSUME THE COST OF ANY NECESSARY SERVICING, REPAIR OR CORRECTION. THIS DISCLAIMER OF WARRANTY CONSTITUTES AN ESSENTIAL PART OF THIS LICENSE. NO USE OF ANY COVERED CODE IS AUTHORIZED HEREUNDER EXCEPT UNDER THIS DISCLAIMER.

8. TERMINATION.

8.1. This License and the rights granted hereunder will terminate automatically if You fail to comply with terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses to the Covered Code which are properly granted shall survive any termination of this License. Provisions which, by their nature, must remain in effect beyond the termination of this License shall survive.

8.2. If You initiate litigation by asserting a patent infringement claim (excluding declaratory judgment actions) against Initial Developer or a Contributor (the Initial Developer or Contributor against whom You file such action is referred to as "Participant") alleging that:

(a) such Participant's Contributor Version directly or indirectly infringes any patent, then any and all rights granted by such Participant to You under Sections 2.1 and/or 2.2 of this License shall, upon 60 days' notice from Participant terminate prospectively, unless if within 60 days after receipt of notice You either: (i) agree in writing to pay Participant a mutually agreeable reasonable royalty for Your past and future use of Modifications made by such Participant, or (ii) withdraw Your litigation claim with respect to the Contributor Version against such Participant. If within 60 days of notice, a reasonable royalty and payment arrangement are not mutually agreed upon in writing by the parties or the litigation claim is not withdrawn, the rights granted by Participant to You under Sections 2.1 and/or 2.2 automatically terminate at the expiration of the 60 day notice period specified above.

(b) any software, hardware, or device, other than such Participant's Contributor Version, directly or indirectly infringes any patent, then any rights granted to You by such Participant under Sections 2.1(b) and 2.2(b) are revoked effective as of the date You first made, used, sold, distributed, or had made, Modifications made by that Participant.

8.3. If You assert a patent infringement claim against Participant alleging that such Participant's Contributor Version directly or indirectly infringes any patent where such claim is resolved (such as by license or settlement) prior to the initiation of patent infringement litigation, then the reasonable value of the licenses granted by such Participant under Sections 2.1 or 2.2 shall be taken into account in determining the amount or value of any payment or license.

8.4. In the event of termination under Sections 8.1 or 8.2 above, all end user license agreements (excluding distributors and resellers) which have been validly granted by You or any distributor hereunder prior to termination shall survive termination.

9. LIMITATION OF LIABILITY.

UNDER NO CIRCUMSTANCES AND UNDER NO LEGAL THEORY, WHETHER TORT (INCLUDING NEGLIGENCE), CONTRACT, OR OTHERWISE, SHALL YOU, THE INITIAL DEVELOPER, ANY OTHER CONTRIBUTOR, OR ANY DISTRIBUTOR OF COVERED CODE, OR ANY SUPPLIER OF ANY OF SUCH PARTIES, BE LIABLE TO ANY PERSON FOR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES OF ANY CHARACTER INCLUDING, WITHOUT LIMITATION, DAMAGES FOR LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES, EVEN IF SUCH PARTY SHALL HAVE BEEN INFORMED OF THE POSSIBILITY OF SUCH DAMAGES. THIS LIMITATION OF LIABILITY SHALL NOT APPLY TO LIABILITY FOR DEATH OR PERSONAL INJURY RESULTING FROM SUCH PARTY'S NEGLIGENCE TO THE EXTENT APPLICABLE LAW PROHIBITS SUCH LIMITATION. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THIS EXCLUSION AND LIMITATION MAY NOT APPLY TO YOU.

10. U.S. GOVERNMENT END USERS.

The Covered Code is a "commercial item," as that term is defined in 48 C.F.R. 2.101 (Oct. 1995), consisting of "commercial computer software" and "commercial computer software documentation," as such terms are used in 48 C.F.R. 12.212 (Sept. 1995). Consistent with 48 C.F.R. 12.212 and 48 C.F.R. 227.7202-1 through 227.7202-4 (June 1995), all U.S. Government End Users acquire Covered Code with only those rights set forth herein.

11. MISCELLANEOUS.

This License represents the complete agreement concerning subject matter hereof. If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable. This License shall be governed by California law provisions (except to the extent applicable law, if any, provides otherwise), excluding its conflict-of-law provisions. With respect to disputes in which at least one party is a citizen of, or an entity chartered or registered to do business in the United States of America, any litigation relating to this License shall be subject to the jurisdiction of the Federal Courts of the Northern District of California, with venue lying in Santa Clara County, California, with the losing party responsible for costs, including without limitation, court costs and reasonable attorneys' fees and expenses. The application of the United Nations Convention on Contracts for the International Sale of Goods is expressly excluded. Any law or regulation which provides that the language of a contract shall be construed against the drafter shall not apply to this License.

12. RESPONSIBILITY FOR CLAIMS.

As between Initial Developer and the Contributors, each party is responsible for claims and damages arising, directly or indirectly, out of its utilization of rights under this License and You agree to work with Initial Developer and Contributors to distribute such responsibility on an equitable basis. Nothing herein is intended or shall be deemed to constitute any admission of liability.

13. MULTIPLE-LICENSED CODE.

Initial Developer may designate portions of the Covered Code as "Multiple-Licensed". "Multiple-Licensed" means that the Initial Developer permits you to utilize portions of the Covered Code under Your choice of the alternative licenses, if any, specified by the Initial Developer in the file described in Exhibit A.

Exhibit A -Sun Public License Notice.

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Contributor(s): _____.

Alternatively, the contents of this file may be used under the terms of the _____ license (the "[] License?"), in which case the provisions of [] License are applicable instead of those above. If you wish to allow use of your version of this file only under the terms of the [] License and not to allow others to use your version of this file under the SPL, indicate your decision by deleting the provisions above and replace them with the notice and other provisions required by the [] License. If you do not delete the provisions above, a recipient may use your version of this file under either the SPL or the [] License."

[NOTE: The text of this Exhibit A may differ slightly from the text of the notices in the Source Code files of the Original Code. You should use the text of this Exhibit A rather than the text found in the Original Code Source Code for Your Modifications.]

Appendix V – SOFTWARE SYMANTEC

DESCRIPTION:

SSL Root Certificates for inclusion in the Axeda® Agent distribution. Provides licensed support for both GeoTrust and Verisign Certificates.

The root certificates are used to establish which entities the Axeda® Agent natively “trusts” when deciding whether to accept certificates used to encrypt content via SSL or TLS that it receives. As such, they are related to encryption, but do not change what or how we encrypt anything. They simply make it easy for customers to use encryption via certificates signed by large, known providers like Verisign and GeoTrust.

<http://www.symantec.com/content/en/us/about/media/repository/root-certificate-license-agreement.pdf>

SYMANTEC CORPORATION AND/OR ITS AFFILIATES (“SYMANTEC”) IS WILLING TO PROVIDE THE ROOT CERTIFICATES TO YOU AS THE INDIVIDUAL, THE COMPANY, OR THE LEGAL ENTITY THAT WILL BE UTILIZING THE ROOT CERTIFICATES (REFERENCED BELOW AS “YOU” OR “YOUR”) ONLY ON THE CONDITION THAT YOU ACCEPT ALL OF THE TERMS OF THIS AGREEMENT (“AGREEMENT”). READ THE TERMS AND CONDITIONS OF THIS AGREEMENT CAREFULLY BEFORE USING THE ROOT CERTIFICATES. THIS IS A LEGAL AND ENFORCEABLE CONTRACT BETWEEN YOU AND SYMANTEC. BY USING THE ROOT CERTIFICATES, YOU AGREE TO THE TERMS AND CONDITIONS OF THIS AGREEMENT. IF YOU DO NOT AGREE TO THESE TERMS AND CONDITIONS, MAKE NO FURTHER USE OF THE ROOT CERTIFICATES. UNLESS OTHERWISE DEFINED HEREIN, CAPITALIZED TERMS WILL HAVE THE MEANING GIVEN IN THE “DEFINITIONS” SECTION OF THIS AGREEMENT AND SUCH CAPITALIZED TERMS MAY BE USED IN THE SINGULAR OR IN THE PLURAL, AS THE CONTEXT REQUIRES.

ROOT CERTIFICATE TERMS AND CONDITIONS

1. DEFINITIONS.

"Certificate" means an electronic file that, at least, states a name or identifies the issuing Certificate Authority, identifies the subscriber, contains the subscriber's public key, identifies the Certificate's operational period, contains a Certificate serial number, and contains a digital signature of the issuing Certificate Authority.

“Certificate Authority” or “CA” means a person or entity authorized to issue, suspend, or revoke Certificates.

“Intermediate CA” means a CA Certificate signed by a Root Certificate Intermediate that issues Certificates either to end-entities or other Certificate Authorities, but not to both.

"Products" means all versions of Your product or service with which the Root Certificates are incorporated (including successor products and services or any major or minor upgrades thereto).

"Root Certificate" means a self-signed Certificate issued by a top-level Certificate Authority to itself, which includes such Certificate Authority's public key. The Root Certificates and Root Certificate files to be provided by Company to Customer pursuant to this Agreement are available for download at <https://www.verisign.com/support/roots.html>, <https://www.thawte.com/roots/index.html> or <https://www.geotrust.com/resources/rootcertificates/index.html>.

2. LICENSE. During the term of this Agreement, Symantec grants You a royalty-free, non-exclusive, non-transferable license to (a) use the Root Certificate for the purposes of testing (without the right to modify); (b) make copies of Root Certificates only in order to embed and incorporate them, unmodified and in full, as roots in Your Products; (c) distribute the Root Certificates as embedded and incorporated in such Products; and (d) use the relevant logos and trademarks of Symantec in Your marketing materials, advertisements, product data sheets, product packaging and websites solely conjunction with the distribution of the Root Certificates in accordance with Symantec’s published guidelines for such usage. You shall not have the right to further distribute the Root Certificates other than as described herein without an additional license grant, in a separate writing, from Symantec.

3. **RESTRICTIONS.** You may not: (a) modify or create any derivative works of Root Certificates; (b) assign, sublicense, sell, rent, or lease Symantec's root keys or Root Certificates; (c) use such Root Certificates except as expressly permitted under this Agreement; (d) remove or alter any trademark, logo, copyright, or other proprietary notices, legends, symbols, or labels provided in the Root Certificates; or (e) certify, or cause a third party to certify, the public key contained in the Root Certificates by issuing or creating a Certificate containing such public key.

4. CUSTOMER'S OBLIGATIONS.

4.1. During the term of this Agreement, You shall use commercially reasonable efforts regularly check the applicable Symantec URL for updates to the Root Certificates and update Root Certificates embedded into Your Products with the most currently available Root Certificates, unmodified and in full, or as a patch or update. If Symantec updates its Root Certificates,, You shall use commercially reasonable efforts to (i) discontinue all copying and use of the Root Certificates which have been replaced, and (ii) to use Symantec's then-current Root Certificates. Any updates to the Root Certificates are incorporated into and subject to the terms of this Agreement.

4.2. You shall appoint at least one (1) individual as the administrative contact designated to address any Root Certificate issues and shall provide the contact information for such individual to dl-tss-root@symantec.com.

4.3 In the event You become aware of or suspect any event that diminishes the integrity of Symantec's data or public key system ("Compromise"), You shall immediately notify Symantec at dl-tss-root@symantec.com of such Compromise, and take reasonable steps to assist and cooperate with Symantec to remedy the Compromise.

4.4 In the event that Symantec modifies these terms of use for the Root certificates for all end users, Symantec shall post the modified terms for the Agreement on the applicable URL and may post the modified terms on the Symantec corporate website. You shall be responsible for regularly checking the applicable URL for modifications to this Agreement. Such modifications shall be effective and binding on Customer within thirty (30) days of Symantec's posting such modifications to its website. If you do not accept the modified Agreement, discontinue use of the Root Certificates and this Agreement will be deemed as terminated.

5. CONFIDENTIALITY.

5.1. Confidential Information. "Confidential Information" means the root private keys corresponding to the public key in a Root Certificate, and any confidential, trade secret, or other proprietary information disclosed by a party to the other party under this Agreement, except for Information that: (i) is public knowledge at the time of disclosure, (ii) was known by the receiving party before disclosure by the disclosing party, or becomes public knowledge or otherwise known to the receiving party after such disclosure, other than by breach of a confidentiality obligation, or (iii) is independently developed by the receiving party by persons without access to Confidential Information of the disclosing party.

5.2. Protection of Confidential Information. The receiving party shall: (i) not disclose the Confidential information to any third party, (ii) not use the Confidential Information except for purposes of performing this Agreement, and (iii) take steps consistent with its protection of its own confidential and proprietary information (but in no event exercise less than reasonable care) to prevent unauthorized disclosure of the Confidential Information. Each party acknowledges that breach of this Section 5 may cause irreparable harm to the disclosing party entitling the disclosing party to injunctive relief, among other remedies.

5.3. Mutual Cooperation. Each party will notify and cooperate with the other party in enforcing the disclosing party's rights if such party becomes aware of a threatened or actual violation of the confidentiality requirements of this Section 5. Each party shall have confidentiality agreements with its employees, agents or independent contractors sufficient in scope to fulfill its confidentiality obligations under this Agreement.

6. **INTELLECTUAL PROPERTY.** You acknowledge that Symantec, including its wholly owned subsidiaries, retains all intellectual property rights and title (including any patent, copyright, trademark, trade secret, and other rights) in and to the Root Certificates, the public and private keys corresponding to such Root Certificates ("Symantec Intellectual Property"). This Agreement does not give You any intellectual property rights in the Symantec intellectual property except for the license granted in Section 2. To the extent You use Symantec's trademarks or logos as permitted herein, You agree to comply with all usage requirements set forth in the then current version of Symantec's Logo and Trademark Usage Guide (<http://www.symantec.com/about/profile/policies/trademarks.jsp>) and any other guides and procedures of Symantec.

7. **NO WARRANTIES. THE ROOT CERTIFICATES, INCLUDING UPDATES, ARE PROVIDED "AS IS" WITHOUT ANY WARRANTY WHATSOEVER. SYMANTEC HEREBY DISCLAIMS ALL WARRANTIES, WHETHER EXPRESS, IMPLIED, OR STATUTORY, INCLUDING WITHOUT LIMITATION, ANY**

IMPLIED WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT OF THIRD PARTY RIGHTS.

8. LIMITATION OF LIABILITY. UNDER NO CIRCUMSTANCES AND UNDER NO LEGAL THEORY WILL SYMANTEC OR ITS LICENSORS BE LIABLE TO YOU OR ANY THIRD PARTY FOR ANY CONSEQUENTIAL, INDIRECT, SPECIAL, INCIDENTAL, OR EXEMPLARY DAMAGES, WHETHER FORESEEABLE OR UNFORESEEABLE, EVEN IF SUCH PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. YOU WILL TAKE REASONABLE MEASURES TO INSURE THAT THE TERMS AND CONDITIONS SET FORTH IN THE PRECEDING SENTENCE OF THIS SECTION 8 ARE INCORPORATED INTO ANY AGREEMENT BETWEEN YOU AND YOUR CUSTOMERS OR LICENSEES. SYMANTEC SHALL NOT BE LIABLE TO YOU OR ANY THIRD PARTY FOR ANY DAMAGES CAUSED BY YOUR OR A THIRD PARTY'S CONTINUED USE OF ANY OUTDATED ROOTS FOR WHICH AN UPDATED VERSION IS MADE AVAILABLE BY SYMANTEC. FURTHER, UNDER NO CIRCUMSTANCES WILL SYMANTEC'S LIABILITY FOR ANY ACTION OR CLAIM EXCEED USD\$1,000, REGARDLESS OF WHETHER SUCH ACTION OR CLAIM IS BASED IN CONTRACT, TORT, STRICT LIABILITY, OR OTHERWISE.

9. TERM AND TERMINATION.

9.1. Term. This Agreement shall become effective as of the earlier of, Your first use of the Root Certificates, and shall remain in effect until the earlier of (i) Your discontinued use of the Root Certificates; (ii) termination by either party under the terms of Section 9.2, below; or (iii) Symantec's notice to You that Symantec is no longer providing Root Certificates for use.

9.2. Termination for Default/Insolvency. Either party shall be entitled to terminate this Agreement in the event of a failure by the other party to perform any of its material obligations under this Agreement if such breach is not cured within thirty (30) days after receipt of written notice thereof from the non-defaulting party or within forty-eight (48) hours after receipt of such written notice if a breach by You may compromise the security of the Symantec Trust Network or other system. This Agreement shall terminate upon the election of and notice from a party to the other if the other party is adjudged insolvent or bankrupt, or the institution of any proceedings by or against the other party seeking relief, reorganization, or arrangement under any laws relating to insolvency, or any assignment for the benefit of creditors, or the appointment of a receiver, liquidator, or trustee of any of the other party's property or assets, or the liquidation, dissolution, or winding up of the other party's business.

9.3. Effect of Expiration or Termination. Upon expiration or termination of this Agreement, except for a breach by You, You may continue to distribute the current version of Your Products which incorporate the Root Certificates. Any updates or upgrades thereto may not include the Root Certificates and You shall stop making copies of Root Certificates, shall stop including Root Certificates in Your Products, and shall stop using Symantec's logos and trademarks. The provisions of Sections 3, 4.3, 5, 6, 7, 8, 9.3, and 10 shall survive termination of this Agreement.

10. GENERAL.

10.1. Governing Laws. This Agreement and any disputes relating to the services provided hereunder shall be governed and interpreted according to each of the following laws, respectively, without regard to its conflicts of law provisions: (a) the laws of the State of California, if You are located in North America or Latin America; or (b) the law of England, if You are located in Europe, Middle East or Africa; or (c) the

laws of Singapore, if You are located in Asia Pacific including Japan. The United Nations Convention on Contracts for the International Sale of Goods shall not apply to this Agreement.

10.2. Binding Upon Successors; Assignment. This Agreement shall be binding upon, and inure to the benefit of, the successors, executors, heirs, representatives, administrators, and assigns of the parties hereto. Notwithstanding the foregoing, You may not assign Your rights or obligations under this Agreement without the prior written consent of Symantec. Any such purported assignment of this Agreement without obtaining written consent shall be void and of no effect.

10.3. Severability; Enforcement; No Waiver. The unenforceability of any provision or provisions of this Agreement shall not impair the enforceability of any other part of this Agreement. If any provision of this Agreement shall be deemed invalid or unenforceable, in whole or in part, this Agreement shall be deemed amended to delete or modify, as necessary, the invalid or unenforceable provision to render it valid, enforceable, and, insofar as possible, consistent with the original intent of the parties. The failure of a party, at any time or from time to time, to require performance of any obligations of the other party hereunder shall not be deemed a waiver and shall not affect its right to enforce any provision of this Agreement at a subsequent time.

10.4. Entire Agreement; Amendments; Waivers. This Agreement constitutes the entire understanding and agreement of the parties, whether written or oral, with respect to the subject matter hereof and supersede all prior and contemporaneous agreements or

understandings between the parties. Any term or provision of this Agreement may be amended, and the observance of any term of this Agreement may be waived, only by writing signed by the parties to be bound thereby.

10.5. Compliance with Law, Export Requirements and Foreign Reshipment Liability. Each party shall comply with all applicable federal, state and local laws and regulations in connection with its performance under this Agreement. Services, including documentation, may include controlled technology or technical data (collectively "Controlled Technology") that is subject to the U.S. Export Administration Regulations (EAR), and diversion contrary to U.S. law is prohibited. You agree to comply with all relevant laws including the U.S. EAR and the laws of any country from which Controlled Technology is exported. All Controlled Technology is prohibited for export or re-export to Cuba, North Korea, Iran, Sudan and Syria and to any country or its nationals subject to relevant embargo or sanction or to any entity or person for which an export license is required per any relevant restricted party list, without first obtaining a license. Furthermore, You hereby agree that You will not use or allow use of Controlled Technology in connection with chemical, biological, or nuclear weapons, or missiles, drones or space launch vehicles capable of delivering such weapons. Symantec shall have the right to suspend performance of any of its obligations under this Agreement, without any prior notice being required and without any liability to Customer, if You fail to comply with this provision.

10.6. Notices. You will make all notices, demands or requests to Symantec with respect to this Agreement in writing to the "Contact" address listed on the website from where you downloaded the Root Certificates, with a copy to: General Counsel – Legal Department, Symantec Corporation, 350 Ellis Street, Mountain View, California 94043, USA. Notices shall be effective on the date received (unless the notice specifies a later date) only if it is sent by a courier service that confirms delivery in writing or if sent by certified or registered mail, postage prepaid, return receipt requested. Symantec may post notices and updates regarding the Agreement or the Root Certificates at the URL provided to You for the Root Certificates. You shall be responsible for regularly checking the applicable URL for notices from Symantec regarding

the Agreement or the Root Certificates. No notices, demands, or requests to Symantec with respect to this Agreement may be delivered by electronic mail. You shall immediately notify Symantec of any legal

notices served on You that might affect Symantec, and shall promptly forward the original or a copy of such notice to Symantec.

10.7. Independent Parties. The relationship between You and Symantec is that of independent contractors. Neither party nor its employees, consultants, contractors, or agents are agents, employees, or joint venturers of the other party, nor do they have any authority to bind the other party by contract or otherwise to any obligation.

Root Certificate License Agreement v3.0 (January 2014)

Appendix W – Oracle Technology Network Developer License Terms for JAVA EE SDK

Oracle Binary Code License Agreement for Java EE Technologies

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Schedule 1 to Supplemental Terms

Non-redistributable Java Technologies

Java Platform, Enterprise Edition, Software Development Kit (except those files specifically identified as redistributable in the README File)

Java Platform, Standard Edition, Software Development Kit

Java Application Verification Kit (AVK) for Enterprise

Java Message Service API Demo

Java Message Service

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Appendix X, Axeda Changes to Mozilla SpiderMonkey Project

This appendix identifies the code changes made by Axeda to version 1.7 of the JS engine (released in 2007). Axeda made these modifications to the SpiderMonkey project to support porting it to Windows CE.

The modifications are derived from the original MPL code provided by Netscape Communications Corporation. The Initial Developer of the Original Code is Netscape Communications Corporation. (This is indicated also in each file modified by Axeda.)

You can contact Axeda and to request the modified source code.

The following comparison (diff) identifies the Axeda changes on top of original SpiderMonkey code.

Key to understanding the highlighted portions:

Yellow – highlights the file that was changed

Green – indicates that the line was added

Red – indicates that the line was removed

```
-----
diff -rub C:\devel\Misc\js-1.7.0\src\Makefile.ref C:\devel\AgentLib\trunk\js\src\Makefile.ref
--- C:\devel\Misc\js-1.7.0\src\Makefile.ref 2006-07-26 15:16:47.000000000 -0400
+++ C:\devel\AgentLib\trunk\js\src\Makefile.ref 2013-10-16 14:50:25.939599100 -0400
@@ -213,7 +213,9 @@
  ifndef PREBUILT_CPUCFG
  OTHER_HFILES += $(OBJDIR)/jsautocfg.h
  endif
+ifndef PREBUILT_KEYWORDS
  OTHER_HFILES += $(OBJDIR)/jsautokw.h
+endif

  HFILES = $(JS_HFILES) $(API_HFILES) $(OTHER_HFILES)

@@ -300,7 +302,9 @@
  GARBAGE += $(OBJDIR)/jsautokw.h $(OBJDIR)/jswgen$(HOST_BIN_SUFFIX)
  GARBAGE += $(OBJDIR)/jswgen.$(OBJ_SUFFIX)

+ifndef PREBUILT_KEYWORDS
  $(OBJDIR)/jsscan.$(OBJ_SUFFIX): $(OBJDIR)/jsautokw.h jskeyword.tbl
+endif

  $(OBJDIR)/jswgen.$(OBJ_SUFFIX): jswgen.c jskeyword.tbl

diff -rub C:\devel\Misc\js-1.7.0\src\js.c C:\devel\AgentLib\trunk\js\src\js.c
--- C:\devel\Misc\js-1.7.0\src\js.c 2007-04-20 14:45:18.000000000 -0400
+++ C:\devel\AgentLib\trunk\js\src\js.c 2013-10-16 14:50:27.890599100 -0400
@@ -88,7 +88,16 @@
  #include <sys/wait.h>
  #endif

-#if defined(XP_WIN) || defined(XP_OS2)
+

```

```

+#if defined(_WIN32_WCE)
+/**
+ * Assumption always have a console.
+ * This API does not exist
+ */
+#define isatty(x) 0
+#endif
+
+#if defined(XP_WIN) || defined(XP_OS2) || defined(WINCE)
#include <io.h> /* for isatty() */
#endif

@@ -209,7 +219,11 @@
    }
    JS_SetThreadStackLimit(cx, stackLimit);

    if (!forceTTY && !isatty(fileno(file))) {
+#ifndef WINCE
+    if (!forceTTY && !isatty(fileno(file)))
+#endif
+    {
+
+        /*
+         * It's not interactive - just execute it.
+         */
diff -rubb C:\devel\Misc\js-1.7.0\src\jsnum.c C:\devel\AgentLib\trunk\js\src\jsnum.c
--- C:\devel\Misc\js-1.7.0\src\jsnum.c      2007-04-06 16:53:22.000000000 -0400
+++ C:\devel\AgentLib\trunk\js\src\jsnum.c  2013-10-16 14:50:29.197599100 -0400
@@ -42,7 +42,7 @@
 * JS number type and wrapper class.
 */
#include "jsstddef.h"
-#if defined(XP_WIN) || defined(XP_OS2)
+#if defined(XP_WIN) || defined(XP_OS2) || defined(WINCE)
#include <float.h>
#endif
#include <locale.h>
@@ -541,7 +541,9 @@
{
    JSRuntime *rt;
    jsdpun u;
+#ifndef WINCE
    struct lconv *locale;
+#endif

    rt = cx->runtime;
    JS_ASSERT(!rt->jsNaN);
@@ -572,7 +574,7 @@
    u.s.hi = 0;
    u.s.lo = 1;
    number_constants[NC_MIN_VALUE].dval = u.d;

+#ifndef WINCE
    locale = localeconv();
    rt->thousandsSeparator =
        JS_strdup(cx, locale->thousands_sep ? locale->thousands_sep : "");
@@ -580,7 +582,11 @@
    JS_strdup(cx, locale->decimal_point ? locale->decimal_point : ".");
    rt->numGrouping =
        JS_strdup(cx, locale->grouping ? locale->grouping : "\3\0");
+#else
+    rt->thousandsSeparator = JS_strdup(cx, "");
+    rt->decimalSeparator = JS_strdup(cx, ".");
+    rt->numGrouping = JS_strdup(cx, "\3\0");
+#endif
    return rt->thousandsSeparator && rt->decimalSeparator && rt->numGrouping;
}

```

```
diff -rubB C:\devel\Misc\js-1.7.0\src/jsutil.c C:\devel\AgentLib\trunk\js\src/jsutil.c
--- C:\devel\Misc\js-1.7.0\src/jsutil.c      2006-07-25 22:48:23.000000000 -0400
+++ C:\devel\AgentLib\trunk\js\src/jsutil.c  2013-10-16 14:50:25.958599100 -0400
@@ -47,6 +47,10 @@
 #include "jstypes.h"
 #include "jsutil.h"

+#ifdef WINCE
+#   include <process.h>
+#endif
+
 #ifdef WIN32
 #   include <windows.h>
 #endif
```