Presentation for TDT10

by Christian Zachariasen

Using Open Source Software in Product Development: A Primer

Open Source Reuse in Commercial Firms
Reusing code

- Cost
- Customization requirements
- Component characteristics
- Licensing
- Maintenance and support
Reusing code - cost

- OSS is generally much – MUCH cheaper than using proprietary software. One study found that the total cost by using OSS was 1/1000 of using matching proprietary software.

- Scaling costs are usually smaller – open source software doesn't require additional licenses as an installation grows.
Reusing code – customization reqs

- OSS is usually better when there is a need for customizing the code to fit the company's software solution. Access to source code results in more possibilities.
Reusing code – component characteristics

- Modularity is good
- Configurable components are easier to integrate
- Good design results in easier maintenance
- Strict requirements can make performance/development easier, but results in low flexibility in the long run.
Reusing code – licensing

- The component's license affects its reusability, as discussed earlier.
- Permissive licenses equals easier adoption
Reusing code – maintenance and support

- Maintenance work such as bug fixing, refactoring can be coordinated with the component's original author(s), provided the component is still being worked on.

- Requires good documentation.

- Good test cases are an easy way to make sure people can quickly pick up the code and start working on it.
Any questions?