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**d) Mono Project**

Some files from 'Mono Class Libraries' were included to this library with major changes. The 'Mono Class Libraries' developed by 'Mono Project' (<http://mono-project.com/>) and licensed ([http://www.mono-project.com/FAQ:\\_Licensing](http://www.mono-project.com/FAQ:_Licensing)) under the terms of the MIT X11 license.

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## ANTLR

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## Mono Project

Mono is made up of many pieces of code, all of them open source, but different pieces of Mono use different licensing terms.

For comments, corrections and updates, please contact [mono@xamarin.com](mailto:mono@xamarin.com)

### \* Dual Licensing

Parts of Mono are dual licensed, they are available to the public in GPL or LGPL forms, but we also offer those pieces under commercial terms from Xamarin for the cases where the GPL and the LGPL are not suitable.

We have tried to pick the licenses that will maximize adoption of Mono, so we tend to use the MIT X11 or LGPL licenses.

Contributions to dual-licensed module require that the author contributes the code under the terms of the MIT X11 code, or to sign an agreement that allows Novell to redistribute the code under other licenses.

Contributions for other modules should be under the same license terms as the rest of the module, or under MIT X11 terms.

For the actual license links in the Mono distribution see the bottom of this file.

If you need further information, please contact [mono@xamarin.com](mailto:mono@xamarin.com)

### \* The Modules

#### \*\* mono/mono: the Mono VM

This code is dual licensed under the LGPL or commercial licenses.

The LGPL ensures that Mono can be used in most scenarios, but gives Xamarin the flexibility to relicense the code for embedded systems, static linking or commercial settings where the LGPL can not be used.

We consider non-LGPL use instances where you use this on an embedded system where the end user is not able to upgrade the Mono VM or Moonlight installation or distribution that is part of your product (Section 6 and 7), you would have to obtain a commercial license from Xamarin (consider software burned into a ROM, systems where end users would not be able to upgrade, an embedded console, a game console that imposes limitations on the distribution and access to the code, a phone platform that prevents end users from upgrading Moonlight).

Contact [mono@xamarin.com](mailto:mono@xamarin.com) for details on obtaining the Mono runtime under other terms.

#### \*\* mono/support: MonoPosixHelper and support code

This code is dual licensed under the LGPL or commercial licenses, with the same guidelines as mono/mono code.

The ZLib files are included under a "new BSD"-style license.

#### \*\* mono/eglib: Mono's X11 glib implementation

This is a minimal subset of glib that is to be licensed under the terms of the MIT X11, this means that this code can be used for any purposes by anyone.

**\*\* mono/metadata/sgen\*: Mono's Copying Collector**

This new garbage collector is licensed under the terms of the MIT X11 license, in hopes that the GC could be reused by third party projects, follows the same spirit than the Boehm GC.

**\*\* mono/arch/\*/XXX-codegen.h**

This are C macros that are useful when generating native code on various platforms. This code is MIT X11 licensed.

**\*\* mcs/mcs, mcs/gmcs**

The C# Compilers (1.0 and 2.0)

These compilers are dual licensed under the GPL and MIT X11 license terms.

**\*\* tests**

Unless explicitly stated, the tests are under the MIT X11 license.

**\*\* mcs/class**

The class libraries developed by the Mono team are licensed under the MIT X11 terms.

In addition to the class libraries developed by the Mono team, there are a number of class libraries that we bundle as part of the distribution that were integrated from third-parties or that contain code that was originally licensed under different terms, these are:

ByteFX.Data: LGPL

Npgsql: LGPL

FirebirdSql.Data.Firebird: Firebird public license.

See: mcs/class/FirebirdSql.Data.Firebird/license.txt

ICSharpCode.SharpZipLib, GPL with exceptions.

See: mcs/class/ICSharpCode.SharpZipLib/README

**\*\* mcs/class/System.Core/System/TimeZoneInfo.Android.cs**

This is a port of Apache 2.0-licensed Android code, and thus is licensed under the Apache 2.0 license:

<http://www.apache.org/licenses/LICENSE-2.0>

**\*\* mcs/tools**

These are licensed under the MIT X11 license, except where the GPL is explicitly used.

**\*\* mcs/jay**

This is a port of Berkeley yacc, so it is available under the BSD license. See the license in the individual C files for details.

**\*\* mono/man**

Manual pages and Mono documentation are covered by the MIT X11 license.

**\* samples**

The code in the "samples" directory is released under the MIT X11 license.

#### \* The Licenses

These are the licenses used in Mono, the files are located:

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