

# Integrated Performance Primitives and Compliance Requirements of Proprietary Software in Modern Computer Era

Morteza Robertson\*

Department of Information Technology, University of Vigo, Ourense, Spain

## DESCRIPTION

Commercial software that can be purchased, rented, or licensed from its manufacturer or developer is considered as proprietary software. Proprietary software typically doesn't give subscribers or end users access to its source code. Relicensing, distribution, or copying are not permitted, however it is possible to buy or license it for a charge. The majority of proprietary software is created by independent software vendors. The End-User Licensing Agreement (EULA), Terms Of Service Agreement (TOS), or other relevant use agreements for proprietary software elaborate on any limitations or requirements imposed by the vendor or developer. Before installing or using the software, the user/organization must accept the terms of the agreement. In the event that the end user or organization violates the EULA or TOS, the software vendor/developer may file a lawsuit against them. Companies and people who wanted computers in the past but couldn't afford to buy them could only afford to lease them. These computers came with free software pre-installed on them. Closed source or proprietary software is a type of software that is owned by one party and licensed to other parties who wish to use it. This indicates that users cannot access the source code of this kind of software. It differs from open source software in that users are often restricted in how they can use and alter it.

All ownership rights and rights to the software are normally held by proprietary software businesses. Therefore, anyone who disobeys the terms of their license could face legal repercussions from the owner. Therefore, it is essential that businesses and consumers read and abide by the license conditions of any proprietary software they purchase. Furthermore, proprietary software frequently incorporates a copy protection system that makes it challenging to duplicate and distribute without authorization. Typically, proprietary software is licensed on a user-by-user or subscription basis, giving software owners a consistent and dependable stream of income. Users are granted a license to use proprietary software after purchasing it. This license places restrictions on its distribution and sets limitations on how we can use it. For instance, the owner can forbid from copying or altering the application in any way. This indicates that users can only access the compiled version of the source

code, which is still closed. Computers and other gadgets can operate to this underlying software architecture. The majority of proprietary operating systems were developed by significant computer manufacturers like Microsoft and Apple over a long period of time. Antivirus software has become essential for computers and other devices due to the increase in internet threats.

The main purpose of proprietary antivirus software is to shield users from viruses, malware, and other online dangers. Numerous proprietary software companies make significant investments in testing and quality control. This guarantees the software is free of bugs and offers dependable answers to consumers' problems. Companies that make proprietary software also offer free updates to correct any flaws that may appear. This kind of software is more dependable and stable than open source software. The number of computers that a user may use to run the program may be limited by the proprietors. Additionally, a product key, serial number, or product activation can be used to restrict this. Private software developers create their products with the user in mind. These businesses make significant investments in user interface design to make their software simple to use even for non-technical users. Without employing any proprietary code, Java applications can be run. There are few of the proprietary programs that come preinstalled on the majority of Android handsets. Usually, this software is incompatible with other programs. Additionally, each piece of software has its own protocols and codes that are incompatible with other pieces of software. To ensure that their software offers good performance, proprietary software companies frequently make significant investments in research and development. Because of this, proprietary software is frequently quicker and more dependable than open source alternatives.

Companies that provide proprietary software frequently demand an upfront subscription fee for their products. This type of software's source code is hidden from all users except the owner. The developer or the company delivering the program can both be considered the owner. Therefore, even after paying the licensing cost, users are still denied access to and the rights to

**Correspondence to:** Morteza Robertson, Department of Information Technology, University of Vigo, Ourense, Spain, E-mail: robmor@edu.es

**Received:** 26-Jun-2023, Manuscript No. JITSE-23-26367; **Editor assigned:** 28-Jun-2023, PreQC No. J JITSE-23-26367 (PQ); **Reviewed:** 12-Jul-2023, QC No. JITSE-23-26367; **Revised:** 19-Jul-2023, Manuscript No. JITSE-23-26367 (R); **Published:** 26-Jul-2023, DOI: 10.35248/2165-7866.23.13.348

**Citation:** Robertson M (2023) Integrated Performance Primitives and Compliance Requirements of Proprietary Software in Modern Computer Era. J Inform Tech Softw Eng. 13:348.

**Copyright:** © 2023 Robertson M. This is an open-access article distributed under the terms of the Creative Commons Attribution License, which permits unrestricted use, distribution, and reproduction in any medium, provided the original author and source are credited.

copy, distributes, or alter the proprietary software's source code. Companies may incur high upfront costs as a result of this. Additionally, utilizing proprietary software necessitates hiring

proprietary developers for software maintenance and development. These developers can be expensive and time-consuming to hire and train.