

Third Party Software List Sugar Mobile 2.6.0 (List applies to both iOS and Android apps, unless noted as iOS only)

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Library Name	Version (if any)	Brief Description	Project Page	License	License Terms
Android SDK		The Android SDK provides you the API libraries and developer tools necessary to build, test, and debug apps for Android.	http://developer.android.com/sdk/index.html	Apache 2.0	http://www.apache.org/licenses/LICENSE-2.0
Android Support Library		The Android Support Library package is a set of code libraries that provide backward-compatible versions of Android framework APIs as well as features that are only available through the library APIs.	http://developer.android.com/tools/support-library/index.html	Apache 2.0	http://www.apache.org/licenses/LICENSE-2.0
AndroidSvg	1.2.1	AndroidSVG is a SVG parser and renderer for Android.	https://code.google.com/p/androidsvg/	Apache 2.0	http://www.apache.org/licenses/LICENSE-2.0
Apache Cordova for iOS	3.8.0	Apache Cordova is a set of device APIs that allow a mobile app developer to access native device function on an iOS device such as the camera or accelerometer from JavaScript. Combined with a UI framework such as jQuery Mobile or Dojo Mobile or Sencha Touch, this allows a smartphone app to be developed with just HTML, CSS, and JavaScript.	http://cordova.apache.org/	Apache 2.0	http://www.apache.org/licenses/LICENSE-2.0
Async	0.4.0	Async is a utility module which provides straight-forward, powerful functions for working with asynchronous JavaScript. Although originally designed for use with node.js, it can also be used directly in the browser.	https://github.com/caolan/async/	MIT	https://github.com/caolan/async/blob/master/LICENSE
Backbone	0.9.10	Backbone supplies an MVC with a rich API of enumerable functions, and connects it all to your existing application over a RESTful JSON interface.	http://backbonejs.org/	MIT	https://github.com/documentcloud/backbone/blob/master/LICENSE

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Bootstrap	2.1.1	Bootstrap is a sleek, intuitive, and powerful front-end framework for faster and easier web development.	https://github.com/twbs/bootstrap/tree/v2.1.1	Apache 2.0	https://github.com/twbs/bootstrap/blob/v2.1.1/LICENSE
CDVReachability.h (in Cordova)		Basic demonstration of how to use the SystemConfiguration Reachablity APIs.	http://www.apple.com	Apple License	https://developer.apple.com/library/IOS/samplecode/Reachability/Listings/Reachability Reachability h.html#//apple ref/doc/uid/DTS40007324-Reachability Reachability h-DontLinkElementID 7
Classy	0.5.5	Classy is an object-oriented mini- framework for JavaScript.	https://github.com/foo123/classy.js	None	No license per communication with developer: Confirmation available at: https://github.com/foo123/classy.js/issues/1
Cordova Phonegap Android Analytics		The analytics client allows you to send page views, events, timings to Google Analytics. It also allows you to set custom dimensions that have been set up on this account.	https://github.com/DoersGuild/Cordova-Android- Analytics/blob/master/src/com/phonegap/plugins/analytics/GoogleAnalyticsTra cker.java	MIT or Modified BSD Clause, MIT Selected	https://github.com/DoersGuild/Cordova-Android-Analytics/blob/master/LICENSE
Cordova Plugin: ActionSheet		Provides a simple way to use the UIActionSheet native component from iOS only.	https://github.com/mgcrea/cordova-actionsheet/tree/master	MIT	https://github.com/mgcrea/cordova-actionsheet/blob/master/README.md
Cordova Plugin: ChildBrowser		Allows user to display external webpages within their PhoneGap/Cordova application.	https://github.com/phonegap/phonegap- plugins/tree/DEPRECATED/iOS/ChildBrowser	MIT	Confirmed via email with developer.
Cordova Plugin: Console		This plugin is meant to ensure that console.log() is as useful as it can be. It adds additional function for iOS, Ubuntu, Windows Phone 8, and Windows 8.	https://github.com/apache/cordova-plugin-console	Apache 2.0	https://github.com/apache/cordova-plugin-console/blob/master/LICENSE
Cordova Plugin: Device		This plugin defines a global device object, which describes the device's hardware and software. Although the object is in the global scope, it is not available until after the deviceready event.	https://github.com/apache/cordova-plugin-device	Apache 2.0	https://github.com/apache/cordova-plugin-device/blob/master/LICENSE
Cordova Plugin: DatePicker for Phonecap/Cordova 3.0		Native date picker control for iOS only.	https://github.com/sectore/phonegap3-ios-datepicker-plugin	MIT	https://github.com/sectore/phonegap3-ios-datepicker-plugin/blob/master/LICENSE.md
Cordova Plugin: Dialogs		This plugin provides access to some native dialog UI elements.	https://github.com/apache/cordova-plugin-dialogs	Apache 2.0	https://github.com/apache/cordova-plugin-dialogs/blob/master/LICENSE
Cordova Plugin: GoogleAnalytics		Google Analytics support in Cordova for iOS only.	https://github.com/phonegap/phonegap- plugins/tree/DEPRECATED/iOS/GoogleAnalytics	MIT	https://github.com/phonegap/phonegap-plugins/blob/DEPRECATED/iOS/GoogleAnalytics/README.md

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Cordova Plugin: Keychain		Adds keychain support to Cordova for iOS only (SFHFKeychainUtils).	https://github.com/shazron/KeychainPlugin	Apache 2.0	https://github.com/shazron/KeychainPlugin/blob/master/LICENSE
Cordova Plugin: Keychain		SFHFKeychainUtils portion of the Cordova Plugin: Keychain	https://github.com/shazron/KeychainPlugin	MIT	https://github.com/shazron/KeychainPlugin/blob/master/src/ios/SFHFKeychainUtils/SFHFKeychainUtils.h
Cordova Plugin: Network Information		This plugin provides an implementation of an old version of the Network Information API. It provides information about the device's cellular and wifi connection, and whether the device has an internet connection.	https://github.com/apache/cordova-plugin-network-information	Apache 2.0	https://github.com/apache/cordova-plugin-network-information/blob/master/LICENSE
Cordova Plugin: Splashscreen		This plugin displays and hides a splash screen during application launch.	https://github.com/apache/cordova-plugin-splashscreen	Apache 2.0	https://github.com/apache/cordova-plugin-splashscreen/blob/master/LICENSE
Cordova Plugin: SQLitePlugin		Native interface to SQLite database for Android and iOS.	https://github.com/lite4cordova/Cordova-SQLitePlugin	Android is dual licensed under MIT or Apache 2.0, MIT selected iOS is licensed	https://github.com/lite4cordova/Cordova- SQLitePlugin/blob/8e4accb94af722897211e58e4a7b54263c8104ad/LICENSE.md
Cordova Plugman		A command line tool to install and uninstall plugins for use with Apache Cordova projects.	https://github.com/apache/cordova-plugman/	under MIT Apache 2.0	https://github.com/apache/cordova-plugman/blob/master/LICENSE
Cubiq Add to Home Screen		Add to home screen popup for iPhone/iPad.	http://cubiq.org/add-to-home-screen	MIT	http://cubiq.org/license
D3	3.5.4	D3.js is a JavaScript library for manipulating documents based on data.	http://d3js.org/	BSD 3-Clause	https://github.com/mbostock/d3/blob/master/LICENSE
Fastclick		FastClick is a simple, easy-to-use library for eliminating the 300ms delay between a physical tap and the firing of a click event on mobile browsers.	https://github.com/ftlabs/fastclick	МІТ	https://github.com/ftlabs/fastclick/blob/master/LICENSE
FontAwesome	4.2	Font Awesome gives you scalable	http://fortawesome.github.io/Font-Awesome/	Font is	http://fontawesome.io/license/

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		vector icons that can instantly be customized — size, color, drop shadow, and anything that can be done with the power of CSS.		licensed under SIL Open Font License 1.1 Code (CSS and LESS) are licensed under MIT	
Google Analytics iOS SDK	3.10	The Google Analytics Services SDK contains the latest Google Analytics and Google Tag Manager for Mobile libraries.	https://developers.google.com/analytics/devguides/collection/ios/v3/	Google Analytics Terms of Service	http://www.google.com/analytics/terms/us.html
Google Analytics SDK for Android	3	The Google Analytics SDK for Android makes it easy for native Android developers to collect user engagement data from their applications. Developers can then use the Google Analytics reports.	https://developers.google.com/analytics/devguides/collection/android/v3/	Google Analytics Terms of Service	http://www.google.com/analytics/terms/us.html
Google Play Services		Google Play services provides you with easy access to Google services and is tightly integrated with the Android OS.	https://developer.android.com/google/play-services/index.html	Apache 2.0	http://www.apache.org/licenses/LICENSE-2.0
Handlebars	1.0.0	Handlebars provides the power necessary to let you build semantic templates effectively with no frustration.	http://handlebarsjs.com/	МІТ	https://github.com/wycats/handlebars.js/blob/master/LICENSE
HockeySKD for Android	2.2.1	HockeySDK-Android implements support for collecting crash reports.	https://github.com/bitstadium/HockeySDK-Android/tree/2.2.1	MIT	https://github.com/bitstadium/HockeySDK-Android/blob/2.2.1/LICENSE
HockeySDK for iOS	3.6.2	HockeySDK-iOS implements support for collecting crash reports.	https://github.com/bitstadium/HockeySDK-iOS	MIT, except for protubuf-c functionality which is licensed under Apache 2.0	https://github.com/bitstadium/HockeySDK-iOS/blob/develop/LICENSE
Jasmine		Jasmine is a behavior-driven development framework for testing JavaScript code.	http://pivotal.github.io/jasmine/	MIT	https://github.com/pivotal/jasmine/blob/master/MIT.LICENSE
jQuery Smart Banner		This jQuery plugin bring the smart banner feature in los 6 to older iOS	https://github.com/jasny/jquery.smartbanner	MIT	https://github.com/jasny/jquery.smartbanner/blob/master/LICENSE

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		versions, Android devices and for Windows Store apps.			
jpeg Encoder		JPEG encoder ported to JavaScript.	https://github.com/UWMLI/sifter-js/blob/master/js/jpeg-encoder.js	MIT and BSD 3-Clause	https://github.com/UWMLI/sifter-is/blob/master/js/jpeg-encoder.js
JPEG Encoder for JavaScript	0.9a	This is as it name implies, jpeg encoder in JavaScript.	http://web.archive.org/web/20120830003356/http://www.bytestrom.eu/blog/2009/1120a jpeg encoder for javascript	BSD 3-Clause	https://github.com/owencm/javascript-jpeg-encoder
Jsjpegmeta (Exif)		Parsing JPEG meta data (EXIF) in Javascript.	https://github.com/bennoleslie/jsjpegmeta/blob/master/jpegmeta.js	MIT	https://github.com/bennoleslie/jsjpegmeta/blob/master/LICENSE
Megapixel		Fixes iOS6 Safari's image file rendering issue for large size image (over megapixel), which causes unexpected subsampling when drawing it in canvas. By using this library, you can safely render the image with proper stretching.	https://github.com/stomita/ios-imagefile-megapixel	МІТ	https://github.com/stomita/ios-imagefile-megapixel/blob/master/LICENSE
Moment.js	2.5.1	A javascript date library for parsing, validating, manipulating, and formatting dates.	http://momentjs.com/	MIT	https://github.com/moment/moment/blob/develop/LICENSE
Normalize		A collection of HTML element and attribute style-normalizations.	http://necolas.github.io/normalize.css	MIT	https://github.com/necolas/normalize.css/blob/master/LICENSE.md
Phonegap NotificationEx Plugin		Updated NotificationEx for Cordova.	https://github.com/bogavante/purplecabbage-phonegap-plugins/tree/master/iOS/NotificationEx	MIT	http://opensource.org/licenses/mit-license.php
РНР		Brings high-level PHP functions to low- level JavaScript platforms.	http://phpis.org/	MIT	http://phpis.org/about/
Raven (includes TrackJs)	1.1.11	Raven.js is a standalone JavaScript client for <u>Sentry</u> .	https://github.com/getsentry/raven-js	Matt Robenolt	https://github.com/getsentry/raven-js/blob/master/LICENSE
Regular Expressions		Regular expressions are patterns used to match character combinations in strings. In JavaScript, regular expressions are also objects. These patterns are used with the <u>exec</u> and <u>test</u> methods of <u>RegExp</u> , and with the <u>match</u> , <u>replace</u> , <u>search</u> , and <u>split</u> methods of <u>String</u> . This chapter describes JavaScript regular	https://developer.mozilla.org/en- US/docs/Web/JavaScript/Guide/Regular Expressions	CC-BY-SA 2.5	https://developer.mozilla.org/en-US/docs/MDN/About#Copyrights and licenses

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		expressions.			
scifihifi-iphone		Open source iPhone code.	https://github.com/ldandersen/scifihifi-iphone	MIT	http://opensource.org/licenses/mit-license.php
Scrollfix	0.1	ScrollFix is a small script that partially works around the most common issue with using iOS5's overflow: scroll for fullscreen web apps.	https://github.com/joelambert/ScrollFix	MIT	https://github.com/joelambert/ScrollFix
Sinon	1.6.0	Standalone test spies, stubs and mocks for JavaScript.	https://github.com/cjohansen/Sinon.JS	BSD	https://github.com/cjohansen/Sinon.JS/blob/master/LICENSE
Store		Store.js uses localStorage when available, and falls back on the userData behavior in IE6 and IE7. No flash to slow down your page load. No cookies to fatten your network requests.	https://github.com/marcuswestin/store.js/	MIT	https://github.com/marcuswestin/store.js/blob/master/LICENSE
TraceKit		TraceKit provides cross browser stack traces.	https://github.com/getsentry/TraceKit	MIT	https://github.com/getsentry/TraceKit
Underscore	1.4.4	Underscore is a JavaScript library that provides a whole mess of useful functional programming helpers without extending any built-in objects.	http://documentcloud.github.com/underscore	MIT	https://github.com/jashkenas/underscore/blob/master/LICENSE
Zepto	1.1.4	Zepto is a minimalist JavaScript library for modern browsers with a largely jQuery-compatible API.	http://zeptojs.com/	MIT	https://github.com/madrobby/zepto/blob/master/MIT-LICENSE
Zynga Scroller		Accelerated panning and zooming for HTML and Canvas	https://github.com/zynga/scroller	MIT	https://github.com/zynga/scroller/blob/master/LICENSE.txt



Third Party Notices Sugar Mobile 2.6.0

License Type	Names and Copyright Notices	License (full text)
Apache 2.0	Android SDK, (c) 2010 The Android Open Source Project Android Support Library, (c) 2011 Google, Inc. AndroidSvg, (c) 2013 Paul LeBeau, Cave Rock Software Ltd. Apache Cordova, (c) 2012 The Apache Software Foundation Modifications made by SugarCRM Inc. (c) 2014-2015 Bootstrap, (c) 2012 Twitter, Inc. Cordova Plugin: Console, (c) 2012 The Apache Software Foundation Cordova Plugin: Device, (c) 2012 The Apache Software Foundation Cordova Plugin: Device, (c) 2012 The Apache Software Foundation Cordova Plugin: Keychain, (c) 2012 Shazron Abdullah Cordova Plugin: Splashscreen, (c) 2012 The Apache Software Foundation Cordova Plugin: Splashscreen, (c) 2012 The Apache Software Foundation Cordova Plugman, (c) 2012 The Apache Software Foundation Google Play Services, (c) 2012 Google, Inc. protobuf-c library (part of Hockey SDK-iOS), (c) 2008 Dave Benson	Apsache License Version 2.0. January 2004 http://www.apache.org/licenses/ TERMS AND CONDITIONS FOR USE, REPRODUCTION, AND DISTRIBUTION 1. Definitions. "Licenses" shall mean the terms and conditions for use, reproduction, and distribution as defined by Sections 1 through 9 of this document. "Licenses" shall mean the terms and conditions for use, reproduction, and distribution as defined by Sections 1 through 9 of this document. "Licenses" shall mean the union of the acting entity and all other entities that control, are controlled by, or are under common control with that entity. For the purposes of this definition, "control" means (i) the power, direct or individuel or Legal Entity exercising permissions granted by this License. "Source" form shall mean and individual or Legal Entity exercising permissions granted by this License. "Source" form shall mean any form resulting from mechanical transformation or translation of a Source form, including but not limited to compiled object code, generated documentation, and conversions to other media types. "Work" shall mean the work of authorship, whether in Source or Object form, made available under the License, as indicated by a copyright notice that is included in or attached to the work (an example is provided in the Appendix below). "Derivative Works" shall mean any work, whether in Source or Object form, that is based on (or derived from) the Work and for which the editorial revisions, annotations, elaborations, or other modifications represent, as a whole, an original work of authorship. For the purposes of this License, Derivative Works and for which the editorial revisions, annotations, elaborations, or other modifications represent, as a whole, an original work of authorship. For the purposes of this License, Derivative Works and for which the editorial revisions, annotations, elaborations, or other modifications represent, as a whole, an original work of authorship. For the purposes of this definition or additions to that Work or Derivative Works
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CDVReachability.h, (c) 2010 Apple Inc.	Disclaimer: IMPORTANT: This Apple software is supplied to you by Apple Inc. ("Apple") in consideration of your agreement to the following terms, and your use, installation, modification or redistribution of this Apple software constitutes acceptance of these terms. If you do not agree with these terms, please do not use, install, modify or redistribute this Apple software. In consideration of your agreement to abide by the following terms, and subject to these terms, Apple grants you a personal, non-exclusive license, under Apple's copyrights in this original Apple software (the "Apple Software"), to use, reproduce, modify and redistribute the Apple Software, with or without modifications, in source and/or binary forms; provided that if you redistribute the Apple Software in its entirety and without modifications, you must retain this notice and the following text and disclaimers in all such redistributions of the Apple Software. Neither the name, trademarks, service marks or logos of Apple Inc. may be used to endorse or promote products derived from the Apple Software without specific prior written permission from Apple. Except as expressly stated in this notice, no other rights or licenses, express or implied, are granted by Apple herein, including but not limited to any patent rights that may be infringed by your derivative works or by other works in which the Apple Software may be incorporated.

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BSD 2-Clause	Raven, (c) 2014 Matt Robenolt and other contributors Modifications made by SugarCRM Inc. (c) 2014	Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met: * Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer. * Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
BSD 3-Clause	Sinon, (c) 2010-2012, Christian Johansen jpeg Encoder, (c) 2008 Adobe Systems Incorporated JPEG Encoder for JavaScript, (c) 2008 Adobe Systems Incorporated D3, (c) 2010-2015, Michael Bostock	All rights reserved. Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met: Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution. Neither the name of the copyright holder nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission. THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT HOLDER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
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		"Profile" means the collection of settings that together determine the information to be included in, or excluded from, a particular Report. For example, a Profile could be established to view a small portion of a web site as a unique Report. There can be multiple Profiles established under a single Property.
		"Property" means any web page, app, or other property under Your control that sends data to Google Analytics. Each Property includes a default Profile that measures all pages within the Property.
		"Privacy Policy" means the privacy policy on a Property.
		"Report" means the resulting analysis shown at www.google.com/analytics for a Profile.
		"Servers" means the servers controlled by Google (or its wholly owned subsidiaries) on which the Processing Software and Customer Data are stored.
		"Software" means the GATC and the Processing Software.
		"Third Party" means any third party (i) to which You provide access to Your Account or (i) for which You use the Service to collect information on the third party's behalf.
		"Visitors" means visitors to Your Properties.
		The words "include" and "including" mean "including but not limited to."
		2. Fees and Service.
		Subject to Section 15, the Service is provided without charge to You for up to 10 million Hits per month per account. Google may change its fees and payment policies for the Service from time to time including the addition of costs for geographic data, the importing of cost data from search engines, or other fees charged to Google or its wholly-owned subsidiaries by third party vendors for the inclusion of data in the Service reports. The changes to the fees or payment policies are effective upon Your acceptance of those changes which will be posted at www.google.com/analytics . Unless otherwise stated, all fees are quoted in U.S. Dollars. Any outstanding balance becomes immediately due and payable upon termination of this Agreement and any collection expenses (including attorneys' fees) incurred by Google will be included in the amount owed, and may be charged to the credit card or other billing mechanism associated with Your AdWords account.
		3. Member Account, Password, and Security.
		To register for the Service, You must complete the registration process by providing Google with current, complete and accurate information as prompted by the registration form, including Your e-mail address (username) and password. You will protect Your passwords and take full responsibility for Your own, and third party, use of Your accounts. You are solely responsible for any and all activities that occur under Your Account. You will notify Google immediately upon learning of any unauthorized use of Your Account or any other breach of security. Google's (or its wholly-owned subsidiaries') support staff may, from time to time, log in to the Service under Your customer password in order to maintain or improve service, including to provide You assistance with technical or billing issues.
		4. Nonexclusive License.
		Subject to the terms and conditions of this Agreement, (a) Google grants You a limited, revocable, non-exclusive, non-sublicensable license to install, copy and use the GATC solely as necessary for You to use the Service on Your Properties or Third Party's Properties; and (b) You may remotely access, view and download Your Reports stored at www.google.com/analytics . You will not (and You will not allow any third party to) (i) copy, modify, adapt, translate or otherwise create derivative works of the Software or the Documentation; (ii) reverse engineer, decompile, disassemble or otherwise attempt to discover the source code of the Software, except as expressly permitted by the law in effect in the jurisdiction in which You are located; (iii) rent, lease, sell, assign or otherwise transfer rights in or to the Software, the Documentation or the Service; (iv) remove any proprietary notices or labels on the Software or placed by the Service; (v) use, post, transmit or introduce any device, software or routine which interferes or attempts to interfere with the operation of the Service or the Software; or (vi) use data labeled as belonging to a third party in the Service for purposes other than generating, viewing, and downloading Reports. You will comply with all applicable laws and regulations in Your use of and access to the Documentation, Software, Service and Reports.
		5. Confidentiality.
		Neither party will use or disclose the other party's Confidential Information without the other's prior written consent except for the purpose of performing its obligations under this Agreement or if required by law, regulation or court order; in which case, the party being compelled to disclose Confidential Information will give the other party as much notice as is reasonably practicable prior to disclosing the Confidential Information.
		6. Information Rights and Publicity.
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