Service Definitions

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The following service-related definitions are incorporated by reference into the Black Duck Software, Inc. ("Black Duck") Master Software as a Service Agreement or any other service agreement entered into between Black Duck and its customers ("Master Agreement"). Any capitalized term not defined herein shall have the meaning ascribed to such term in the applicable Master Agreement.

Term	Definition
API	A web service that is accessed via a URL; and is described using the web services description language (WSDL) (limited to simple object access protocol (SOAP) or hypertext transfer protocol (HTTP)) or a representational state transfer (RESTful) API (limited to HTTP).
Application(s)	Individually or collectively, a (i) Web Application, (ii) Source Application and (iii) Mobile Application, each as defined herein.
Asset(s)	A single Hostname, and for avoidance of doubt, a host with both secure HTTPS and/or unsecured HTTP protocols is considered one (1) Asset.
Double-Extra Large Source Application	A Source Application that is less than (i) 200MB in Uncompressed File Size or (ii) five million (5,000,000) Lines of Code.
Environment	The environment (for example, development, staging or production) in which a particular Application is housed when scanned by the Services.
Extra-Large Source Application	A Source Application that is less than (i) 120MB in Uncompressed File Size or (ii) three million (3,000,000) Lines of Code.

Extra-Small Source Application	A Source Application that is less than (i) 4MB in Uncompressed File Size or (ii) one hundred thousand (100,000) Lines of Code.
Hostname	The complete domain name for a specific computer, or host, on the internet.
Large Source Application	A Source Application that is less than (i) 60MB in Uncompressed File Size or (ii) one million five hundred thousand (1,500,000) Lines of Code.
Lines of Code	The lines of Customer's source code or binary code containing any characters (excluding comments and white spaces), as measured by WhiteHat based on the average of up to the last twenty (20) scans of such Source Application by the Services.
Medium Source Application	A Source Application that is less than (i) 20MB in Uncompressed File Size or (ii) five hundred thousand (500,000) Lines of Code.
Mobile Application	An application that can run on one platform, either IOS or Android Platform, and can be written in either Objective-C for IOS, Java for Android, or in HTML/CSS/Javascript.
Operation	A discrete function accessed via a combination of its API's base URL, the Operation's name, and a request payload.
Small Source Application	A Source Application that is less than (i) 10MB in Uncompressed File Size or (ii) two hundred fifty thousand (250,000) Lines of Code.
Source Application	The smallest single unit of source code or binary code in a single Environment that can run independently on a server or mobile device, the code base of which does not change more than 20% between Service scans.

Uncompressed File Size	The size of the source code or binary code contained in a Source Application in megabytes (MB) as measured by WhiteHat based on the average of up to the last twenty (20) scans of such Source Application by the Services.
User	An individual user of the Services or the Training (assigned by Customer) identified by a unique email address. For clarification, a User of Services cannot be transferred or reassigned during an annual subscription period.
Web Application	An application that consists of a group of related Hostnames and one set of user login credentials.