

ClassScreenLock

软件最终用户许可协议 (EULA)

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官方渠道：

- 项目仓库：

<https://github.com/jiugulixiaoni/ClassScreenLock>

- 官方文档：<https://classscreenlock.us.ci>
 - 联系邮箱：LavaChicken2512@outlook.com
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本协议所称“软件”包括 ClassScreenLock 的全部程序文件、源代码、目标代码、内置文档、图标、音频素材、界面设计、后续更新版本及衍生作品。

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- (3) 提起诉讼，要求赔偿损失；
- (4) 将恶意侵权者信息在官方渠道公示。

第四条 系统要求与预期限制说明

4.1 运行环境

本软件支持 Microsoft Windows 10/11 64 位操作系统，需安装 .NET 9.0 Runtime 及以上版本。以及需要有 400MB 的运行空间和 1500MB 的存储空间。本软件的安装及核心管控功能需以管理员身份运行。

4.2 预期限制

本软件基于 Windows 系统标准接口实现管控功能。若设备使用者拥有设备管理员权限，可通过标准系统工具（如任务管理器、注册表编辑器、系统服务管理器）绕过软件限制。本软件的有效性依赖于部署方对设备用户权限的合理

管控。开发团队不对因用户拥有管理员权限而导致的管控失效承担责任。

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第六条 数据与隐私保护

6.1 数据收集范围

本软件不主动收集、上传任何个人数据。软件运行过程中产生的管控日志、拍摄影像、屏幕截图、配置文件等所有

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本软件的网络拦截功能仅记录访问的域名，不记录完整 URL 参数（包括但不限于搜索关键词、查询参数），不记录页面内容，不存储通信载荷。

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本软件的屏幕截图功能为定期截屏，截图文件仅存储于本地。启用该功能时，软件可通过日志查询截图时间点，以保障被记录者的知情权。

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您应对数据的存储、备份、安全保护及合法处理负全部责任。因设备故障、操作不当、病毒攻击、第三方行为等导致的数据丢失、泄露，开发团队不承担任何责任。

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第八条 法律适用与争议解决

8.1 法律适用

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附件 1:

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Version 3, 29 June 2007

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Finally, every program is threatened constantly by software patents. States should not allow patents to restrict development and use of software on general-purpose computers, but in those that do, we wish

to avoid the special danger that patents applied to a free program could make it effectively proprietary. To prevent this, the GPL assures that patents cannot be used to render the program non-free.

The precise terms and conditions for copying, distribution and modification follow.

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"Copyright" also means copyright-like laws that apply to other kinds of works, such as semiconductor masks.

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To "modify" a work means to copy from or adapt all or part of the work in a fashion requiring copyright permission, other than the making of an exact copy. The resulting work is called a "modified version" of the earlier work or a work "based on" the earlier work.

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To "convey" a work means any kind of propagation that enables other parties to make or receive copies. Mere interaction with a user through a computer network, with no transfer of a copy, is not conveying.

An interactive user interface displays "Appropriate Legal Notices" to

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1. Source Code.

The "source code" for a work means the preferred form of the work for making modifications to it. "Object code" means any non-source form of a work.

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The "System Libraries" of an executable work include anything, other than the work as a whole, that (a) is included in the normal form of packaging a Major Component, but which is not part of that Major Component, and (b) serves only to enable use of the work with that Major Component, or to implement a Standard Interface for which an implementation is available to the public in source code form. A "Major Component", in this context, means a major essential component (kernel, window system, and so on) of the specific operating system (if any) on which the executable work runs, or a compiler used to produce the work, or an object code interpreter used to run it.

The "Corresponding Source" for a work in object code form means all the source code needed to generate, install, and (for an executable work) run the object code and to modify the work, including scripts to control those activities. However, it does not include the work's System Libraries, or general-purpose tools or generally available free programs which are used unmodified in performing those activities but which are not part of the work. For example, Corresponding Source includes interface definition files associated with source files for the work, and the source code for shared libraries and dynamically linked subprograms that the work is specifically designed to require,

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The Corresponding Source need not include anything that users can regenerate automatically from other parts of the Corresponding Source.

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You may convey a work based on the Program, or the modifications to produce it from the Program, in the form of source code under the terms of section 4, provided that you also meet all of these conditions:

- a) The work must carry prominent notices stating that you modified it, and giving a relevant date.
- b) The work must carry prominent notices stating that it is released under this License and any conditions added under section 7. This requirement modifies the requirement in section 4

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- c) You must license the entire work, as a whole, under this License to anyone who comes into possession of a copy. This License will therefore apply, along with any applicable section 7 additional terms, to the whole of the work, and all its parts, regardless of how they are packaged. This License gives no permission to license the work in any other way, but it does not invalidate such permission if you have separately received it.
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A compilation of a covered work with other separate and independent works, which are not by their nature extensions of the covered work, and which are not combined with it such as to form a larger program, in or on a volume of a storage or distribution medium, is called an "aggregate" if the compilation and its resulting copyright are not used to limit the access or legal rights of the compilation's users beyond what the individual works permit. Inclusion of a covered work in an aggregate does not cause this License to apply to the other parts of the aggregate.

6. Conveying Non-Source Forms.

You may convey a covered work in object code form under the terms of sections 4 and 5, provided that you also convey the machine-readable Corresponding Source under the terms of this License, in one of these ways:

- a) Convey the object code in, or embodied in, a physical product (including a physical distribution medium), accompanied by the Corresponding Source fixed on a durable physical medium customarily used for software interchange.
- b) Convey the object code in, or embodied in, a physical product (including a physical distribution medium), accompanied by a written offer, valid for at least three years and valid for as long as you offer spare parts or customer support for that product model, to give anyone who possesses the object code either (1) a copy of the Corresponding Source for all the software in the product that is covered by this License, on a durable physical

medium customarily used for software interchange, for a price no more than your reasonable cost of physically performing this conveying of source, or (2) access to copy the Corresponding Source from a network server at no charge.

- c) Convey individual copies of the object code with a copy of the written offer to provide the Corresponding Source. This alternative is allowed only occasionally and noncommercially, and only if you received the object code with such an offer, in accord

with subsection 6b.

- d) Convey the object code by offering access from a designated place (gratis or for a charge), and offer equivalent access to the

Corresponding Source in the same way through the same place at no further charge. You need not require recipients to copy the Corresponding Source along with the object code. If the place to copy the object code is a network server, the Corresponding

Source

may be on a different server (operated by you or a third party) that supports equivalent copying facilities, provided you

maintain

clear directions next to the object code saying where to find the Corresponding Source. Regardless of what server hosts the Corresponding Source, you remain obligated to ensure that it is available for as long as needed to satisfy these requirements.

- e) Convey the object code using peer-to-peer transmission, provided you inform other peers where the object code and Corresponding Source of the work are being offered to the general public at no charge under subsection 6d.

A separable portion of the object code, whose source code is excluded from the Corresponding Source as a System Library, need not be included in conveying the object code work.

A "User Product" is either (1) a "consumer product", which means any tangible personal property which is normally used for personal, family, or household purposes, or (2) anything designed or sold for incorporation into a dwelling. In determining whether a product is a consumer product, doubtful cases shall be resolved in favor of coverage. For a particular product received by a particular user, "normally used" refers to a typical or common use of that class of product, regardless of the status of the particular user or of the way

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to use, the product. A product is a consumer product regardless of whether the product has substantial commercial, industrial or non-consumer uses, unless such uses represent the only significant mode of use of the product.

"Installation Information" for a User Product means any methods, procedures, authorization keys, or other information required to install and execute modified versions of a covered work in that User Product from a modified version of its Corresponding Source. The information must suffice to ensure that the continued functioning of the modified object code is in no case prevented or interfered with solely because modification has been made.

If you convey an object code work under this section in, or with, or specifically for use in, a User Product, and the conveying occurs as part of a transaction in which the right of possession and use of the User P

附件 2:

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-

3. Newtonsoft.Json

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 - 官方项目地址：<https://www.newtonsoft.com/json>
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4. Windows Compatibility Pack

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