SOFTWARE LICENSE AGREEMENT

IMPORTANT: READ CAREFULLY - BY INSTALLING, COPYING, OR OTHERWISE USING THESE SOFTWARE COMPONENTS, YOU AGREE TO BE BOUND BY THE TERMS AND CONDITIONS OF THIS SOFTWARE LICENSE. IF YOU DO NOT AGREE TO THESE TERMS AND CONDITIONS, DO NOT INSTALL, COPY, OR USE THESE SOFTWARE COMPONENTS.

1. **Software License**. WIN-911 Software (a DBA of Specter Instruments, Inc.), a Delaware corporation ("Licensor"), grants Customer a limited, revocable, nonexclusive license to use the WIN-911 proprietary software and related documentation, which may include but is not limited to WIN-911, WIN-911 Mobile, Mobile-911, WIN-911 Mobile, WEB-911 Apollo, WIN-911 Premium Voice, XTools, TeleDAC System, WIN-411, WIN-911/SMS, MobileView, and/or WIN-911/ME, (collectively, "WIN-911 PRODUCT"), subject to the terms and conditions of this Software License Agreement, which may also be referred to in the WIN-911 SOFTWARE and related documentation as the End User License Agreement (EULA). Customer is purchasing a license to use the WIN-911 PRODUCT. Customer is not purchasing the WIN-911 PRODUCT. Mobile-911 is scheduled to be end of life as of December 21, 2021, a migration path is available for customers.

2. **Restrictions on Use of WIN-911 PRODUCT**. Except as provided in this Section 2 and in Section 3, Customer may not copy, distribute, adapt or prepare derivative or similar works to the WIN-911 PRODUCT, reverse engineer, disassemble, decompile, rent, lend, lease, sell, or otherwise transfer or disclose WIN-911 PRODUCT or make WIN-911 PRODUCT available to any third party. Use of WIN-911 PRODUCT by any person or legal entity other than Customer is a breach of this Agreement, unless Customer is a sole proprietor and not a legal entity. In that case, Customer's employees may use WIN-911 PRODUCT in the conduct of Customer's business on the terms of this Agreement. Customer will use its best efforts to protect WIN-911 PRODUCT from unauthorized use or reproduction.

   Use in a virtualized environment. If you use virtualization software, including client hyper-v, to create one or more virtual computers on a single computer hardware system, each virtual computer, and the physical computer, is considered a separate computer for purposes of this agreement. This license allows you to install only one copy of the software for use on each computer or device permitted under the installation and use rights above, whether that computer or device is physical or virtual. If you want to virtualize the software, you must obtain separate copies of the software and a separate license for each copy. Content protected by digital rights management technology or other full-volume disk drive encryption technology may be less secure in a virtualized environment.

3. **Restrictions on Transfer of WIN-911 PRODUCT**. Customer may not sublicense, assign, or transfer any of its rights to use WIN-911 PRODUCT without the prior written consent of Licensor.

4. **Ownership**. Customer acknowledges and agrees that Licensor and its licensors are the sole owners of all right, title, and interest in and to WIN-911 PRODUCT, including all

intellectual property rights; this Agreement confers on Customer no ownership interest or intellectual property rights in WIN-911 PRODUCT; WIN-911 PRODUCT is protected under United States, Canadian, and other applicable copyright and intellectual property laws and international treaty provisions; WIN-911 PRODUCT is protected by U.S. Patent No. 9,535,570 and an additional provisional US patent which may become an issued patent in the US and/or other countries by the time of Customer's use of the WIN-911 PRODUCT. WIN-911 PRODUCT has been developed at considerable time and expense to Licensor and its licensors and contains confidential and proprietary information not generally known. Customer acknowledges that any misuse of WIN-911 PRODUCT or other breach of Section 2 or 3 of this Agreement will cause irreparable harm to Licensor for which Licensor cannot be adequately compensated by damages. Consequently, Customer agrees that in addition to any other remedies available to Licensor, Licensor shall be entitled to seek injunctive or other equitable relief to prevent such breach or further breaches of this Agreement. Customer shall not remove any copyright, trademark, or confidentiality notice from the WIN-911 PRODUCT.

5. **Updates**. Licensor may from time to time make updates to WIN-911 PRODUCT available to Customer. **Unless accompanied by or expressly made subject to another license agreement,** such updates are subject to the terms of this Agreement.

6. **Limited Warranty**.

(a) <u>Media</u>. Licensor warrants to Customer that, for a period of thirty (30) days following delivery of WIN-911 PRODUCT to Customer, the media containing WIN-911 PRODUCT shall be free from material defects in materials and workmanship under normal use. If a material defect in such media appears during such period, Customer's sole and exclusive remedy and Licensor's sole liability under this warranty is the replacement of defective media. To receive a replacement, during the thirty (30) day period Customer must contact WIN-911 Software, 2024 E. St. Elmo Rd., Austin, TX 78744.

(b) <u>Software</u>. Licensor warrants to Customer that, for a period of 120 days following delivery, WIN-911 PRODUCT, when operated with the equipment configuration and in the operating environment specified by Licensor, will perform substantially in accordance with the operator and user guides and other manuals and technical information, if any, whether in hard copy or electronic format, that are delivered to Customer by Licensor for use in conjunction with WIN-911 PRODUCT. This warranty shall not apply in the event WIN-911 PRODUCT is modified or installed by any party other than Licensor. Licensor does not warrant that WIN-911 PRODUCT will be uninterrupted or error free. Licensor does not warrant that Customer may manipulate data in WIN-911 PRODUCT databases using software not acquired from Licensor. In the event of any defect or error covered by this warranty, Customer agrees to provide Licensor with sufficient detail to allow Licensor to reproduce the defect or error. As Customer's exclusive remedy for any defect or error in WIN-911 PRODUCT covered by such warranty, and as Licensor's entire liability in contract, tort, or otherwise, Licensor will correct such error or defect at Licensor's facility by issuing corrected instructions, a restriction, or a bypass. If Licensor is unable to correct such defect or error after a reasonable opportunity, Licensor will refund a pro rated portion of the license fees paid for WIN-911 PRODUCT from the date Customer first encountered the defect or

error. Licensor is not responsible for any defect or error not reported in writing during the warranty period or any defect or error in the event Customer has modified, misused, or damaged WIN-911 PRODUCT.

7. **Disclaimer of Warranty**. **THE EXPRESS, LIMITED WARRANTIES PROVIDED IN THE FOREGOING SECTION 6 OF THIS AGREEMENT ARE THE ONLY WARRANTIES MADE BY LICENSOR WITH RESPECT TO WIN-911 PRODUCT. TO THE MAXIMUM EXTENT PERMISSIBLE BY LAW, OTHER THAN THE EXPRESS WARRANTIES IN SECTION 6 OF THIS AGREEMENT, LICENSOR DISCLAIMS ANY AND ALL WARRANTIES WITH RESPECT TO WIN-911 PRODUCT, WHETHER EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND THOSE ARISING FROM A COURSE OF DEALING OR USAGE OF TRADE OR THAT THE SOFTWARE WILL OPERATE ERROR FREE OR FREE FROM VIRUSES OR OTHER HARMFUL COMPUTER CODE.**

8. **Disclaimer of Liability**. IN NO EVENT WILL LICENSOR BE LIABLE FOR ANY (A) LOSS OF PROFITS OR ANY INDIRECT, SPECIAL, CONSEQUENTIAL, PUNITIVE, OR INCIDENTAL DAMAGES, HOWEVER CAUSED, AND EVEN IF LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES OR LOSSES; OR (B) CLAIMS MADE AGAINST LICENSOR MORE THAN TWO YEARS AFTER THE RELATED CAUSE OF ACTION AROSE. WITHOUT LIMITATION OF THE FOREGOING, LICENSOR SHALL HAVE NO LIABILITY FOR **LOSS OF DATA HOWEVER CAUSED AND LICENSOR SHALL HAVE NO LIABILITY FOR** DAMAGE CAUSED BY MALICIOUS SOFTWARE, AND WHETHER OR NOT PREVENTED OR PREVENTABLE BY ANTI-VIRUS OR INTRUSION PROTECTION SOFTWARE ACQUIRED FROM LICENSOR.

9. **Limitation of Liability**. NOTWITHSTANDING ANY OTHER PROVISION OF THIS AGREEMENT EXCEPT SECTION 10, LICENSOR'S CUMULATIVE LIABILITY UNDER THIS AGREEMENT, INCLUDING WITHOUT LIMITATION IN RESPECT OF WIN-911 PRODUCT OR THE PERFORMANCE OR NON-PERFORMANCE OF OR INABILITY TO USE WIN-911 PRODUCT, WHETHER UNDER CONTRACT, TORT (INCLUDING NEGLIGENCE), WARRANTY OR OTHERWISE, SHALL BE LIMITED TO DIRECT DAMAGES NOT TO EXCEED THE TOTAL AMOUNT OF LICENSE FEES PAID BY CUSTOMER TO LICENSOR FOR WIN-911 PRODUCT.

10. **Indemnification.**

(a) <u>Third Party Infringement Claims</u>. Licensor will defend at its own expense any action against Customer brought by a third party to the extent that the action is based upon a claim that WIN-911 PRODUCT directly infringes any United States copyright, and Licensor will pay those costs and damages finally awarded against Customer in any such action that are specifically attributable to such claim or those costs and damages agreed to in a monetary settlement of such action.

(b) <u>Conditions</u>. Licensor's obligations under the preceding paragraph with respect to an action are conditioned on (i) Customer notifying Licensor promptly in writing of such action, (ii) Customer giving Licensor sole control of the defense thereof and any related settlement negotiations, and (iii) Customer cooperating with Licensor in such defense (including, without limitation, by making available to Licensor all documents and information in Customer's possession or control that are relevant to the infringement or misappropriation claims, and by making Customer's personnel available to testify or consult with Licensor or its attorneys in connection with such defense).

(c) <u>Licensor's Options</u>. If WIN-911 PRODUCT becomes, or in Licensor's opinion is likely to become, the subject of an infringement or misappropriation claim, Licensor may, at its option and expense, either (i) procure for Customer the right to continue using WIN-911 PRODUCT, (ii) replace or modify WIN-911 PRODUCT so that it becomes non-infringing, or (iii) terminate Customer's right to use WIN-911 PRODUCT and give Customer a refund or credit for the license fees actually paid by Customer to Licensor for the infringing components of WIN-911 PRODUCT, less a reasonable allowance for the period of time Customer has used WIN-911 PRODUCT.

(d) <u>Exclusions</u>. Notwithstanding the foregoing, Licensor will have no obligation or otherwise with respect to any infringement or misappropriation claim based upon (i) any use of WIN-911 PRODUCT not in accordance with this Agreement or any documentation for WIN-911 PRODUCT or for purposes not intended by Licensor, (ii) any use of WIN-911 PRODUCT in combination with other products, equipment, software or data not supplied by Licensor, (iii) any use of any release of WIN-911 PRODUCT other than the most current release made available to Customer, or (iv) any modification of WIN-911 PRODUCT made by any person other than Licensor.

(e) <u>Entire Liability</u>. This section states Licensor's entire liability and Customer's sole and exclusive remedy for infringement and misappropriation claims and actions.

11. Term and Termination. The license granted under this Agreement is effective until terminated. Customer may terminate the license at any time by discontinuing use of WIN-911 PRODUCT. Licensor may terminate the license EFFECTIVE IMMEDIATELY if Customer fails to pay any license fee or other amounts owing to Licensor in respect of WIN-911 PRODUCT or fails to comply with any term of this Agreement. Upon termination of the license for any reason, Customer shall return all copies of WIN-911 PRODUCT to Licensor upon its request, remove all copies of WIN-911 PRODUCT from its computers and demonstrate or certify to Licensor's satisfaction that it has done so. All provisions of this Agreement relating to disclaimers of warranties, limitation of liability, remedies, or damages, and Licensor's proprietary rights, shall survive termination of the license.

12. Government License Rights. WIN-911 PRODUCT is a "commercial item" as that term is defined at 48 C.F.R. 2.101, consisting of "commercial computer software" and "commercial computer software documentation" as such terms are used in 48 C.F.R. 12.212. Consistent with 48 C.F.R. 12.212 and 48 C.F.R. 227.7202-1 through 227.7202-4, all U.S. Government

licensees and end users acquire WIN-911 PRODUCT with only those rights set forth herein. Contractor/manufacturer is WIN-911 Software.

13. Software Maintenance. Customer agrees to receive periodic invoices for software maintenance and support, which customer may choose to purchase or not. If Customer is not enrolled in such a plan and contacts Licensor for support, Licensor will charge, and Customer will pay, Licensor's then standard service charges. Customers who are not on support are not eligible to upgrade to the most current version of the software available.

Software Maintenance is required for the WIN-911 Mobile notification method to operate. If customer does NOT renew Software Maintenance on an annual basis, customer understands and accepts that WIN-911 will deactivate the services required to utilize WIN-911 Mobile as a notification method.

14. Customer Obligations.

(a) Data Back-Up. Customer shall keep up-to-date backup copies of all data for recovery purposes. Licensor shall have no liability for any loss of data arising out of the provision of maintenance and support services to Customer, including losses arising from the installation of upgrades or error corrections provided by Licensor. In all circumstances, Customer and not Licensor is responsible for ensuring that its data is accurately backed up on a daily basis.

(b) Cooperation. Customer shall provide Licensor all data, information and cooperation Licensor deems necessary for the performance of Licensor's obligations under this Agreement. Licensor shall have no liability for any delay in the performance of Licensor's obligations resulting from Customer's failure to provide data or information or to cooperate.

(c) Compliance with Law. Customer shall comply with all laws and contractual obligations applicable to Customer's use of any product described in the purchase order.

(d) Use in Accordance with Specifications. Customer shall use WIN-911 PRODUCT in accordance with the operator and user guides and other manuals and technical information and specifications, whether in hard copy, electronic or other format, furnished by Licensor to Customer.

(e) Indemnification. Licensor shall have no liability for Customer's failure to comply with its obligations under this Section 14. Customer shall defend, indemnify and hold harmless Licensor from and against any loss or damage, including attorneys' fees, resulting from Customer's breach or claimed breach of any such obligation.

15. No Waiver. Any representation, affirmation of fact, course of dealing, usage of trade, promise or condition in connection with this Agreement not incorporated herein shall not be binding on either party. No waiver, alteration or modification of any of the provisions hereof shall be effective unless in writing and signed by a duly authorized representative of Licensor. Waiver by any party of strict performance of any provision of this Agreement will not be a waiver of or prejudice any party's right to require strict performance of the same provision in the future or of any other provision of this Agreement.

16. **Miscellaneous**. This Agreement shall be governed by the laws of the state of Texas, except that the law of any state where Customer is located shall govern the enforceability of the license and other fees if enforceable under such state's law and not under Texas law. This Agreement constitutes the entire agreement between the parties as to the subject matter of this Agreement and supersedes all other communications, oral or written. The invalidity of any term or provision of this Agreement will not affect the validity of any other provision. The section and paragraph headings of this Agreement are for the convenience of the reader only, and are not intended to act as a limitation of the scope or meaning of the sections and paragraphs themselves.

17. **Export Control Laws**. Customer shall comply with all laws and regulations controlling the export of certain commodities and technical data, including without limitation all Export Administration Regulations of the United States Department of Commerce. Among other terms, such laws prohibit, or require a license for, the export of computer software to specified countries, entities and persons. Customer will indemnify, defend and hold harmless Licensor from and against the consequences of any violation of such laws.

18. **Customer Responsibility for Data Security and Backup.** Customer is solely responsible for the security and backup of its data and for the accuracy and completeness of all data entered by Customer in the process of using WIN-911 PRODUCT. Licensor strongly encourages Customer to (a) protect its network from unauthorized access and (b) keep all software current with the latest security patches and updates. Licensor shall have no liability for any unauthorized interception or disclosure of Customer data while transmitted by Customer to Licensor.

19. **Applicability to Third Party Tools**. Customer has read and accepts the provisions of third party license agreements for components of the WIN-911 PRODUCT, to the extent that they are applicable to the Customer. Such third party agreements can be found as follows:

(a) Telerik
(https://docs.telerik.com/data-access/deprecated/developers-guide/deployment/license-considerations/visual-designer-deployment-consideration-licensing)
(b)   WaveMedia Stream Source: archive.msdn.microsoft.com/wavmss/Project/License.aspx
(c) MailSystem.NET
    (https://github.com/pmengal/MailSystem.NET/blob/master/LICENSE.txt)
(d) Ozeki (http://ozeki.hu/)
(e) GoXam for Silverlight Binary Kit (https://gojs.net/latest/license.html)
(f)   CSLA.NET Framework (http://lhotka.net/cslanet/License.aspx)
(g)   TraySoft's AddTAPI product
(h)   the OPC Foundation's redistributable plus OPC-DA (com)
    Various Microsoft redistributable packages (e.g. C++ Runtimes, .NET runtime, Silverlight, AppWarmup)
(i) Quick OPC (http://opclabs.com/products/quickopc)
(j) Polly .Net Library (https://github.com/App-vNext/Polly/blob/master/LICENSE.txt)

Additional NuGet Component Licenses:

(1) Antlr (https://www.antlr3.org/license.html)
(2) Bootstrap (https://api.nuget.org/v3-flatcontainer/bootstrap/4.2.1/license)

(3) EntityFramework (https://www.microsoft.com/web/webpi/eula/net_library_eula_enu.htm)

(4) jQuery (https://jquery.org/license/)

(5) jQuery.Validation (https://jqueryvalidation.org/)

(6) Microsoft.ApplicationInsights (https://licenses.nuget.org/MIT)

(7) Microsoft.ApplicationInsights.Agent.Intercept
(https://github.com/Microsoft/ApplicationInsights-Home/blob/master/LICENSE)

(8) Microsoft.ApplicationInsights.DependencyCollector (https://licenses.nuget.org/MIT)

(9) Microsoft.ApplicationInsights.NLogTarget
(https://github.com/Microsoft/ApplicationInsights-Home/blob/master/LICENSE)

(10) Microsoft.ApplicationInsights.PerfCounterCollector (https://licenses.nuget.org/MIT)

(11) Microsoft.ApplicationInsights.Web (https://licenses.nuget.org/MIT)

(12) Microsoft.ApplicationInsights.WindowsServer (https://licenses.nuget.org/MIT)

(13) Microsoft.ApplicationInsights.WindowsServer.TelemetryChannel
(https://licenses.nuget.org/MIT)

(14) Microsoft.AspNet.Identity.Core
(https://www.microsoft.com/web/webpi/eula/net_library_eula_ENU.htm)

(15) Microsoft.AspNet.Identity.EntityFramework
(https://www.microsoft.com/web/webpi/eula/net_library_eula_ENU.htm)

(16) Microsoft.AspNet.Identity.Owin
(https://www.microsoft.com/web/webpi/eula/net_library_eula_ENU.htm)

(17) Microsoft.AspNet.Mvc
(https://www.microsoft.com/web/webpi/eula/net_library_eula_ENU.htm)

(18) Microsoft.AspNet.Razor
(https://www.microsoft.com/web/webpi/eula/net_library_eula_ENU.htm)

(19) Microsoft.AspNet.SignalR
(https://www.microsoft.com/web/webpi/eula/net_library_eula_ENU.htm)

(20) Microsoft.AspNet.SignalR.Core
(https://www.microsoft.com/web/webpi/eula/net_library_eula_ENU.htm)

(21) Microsoft.AspNet.SignalR.JS
(https://www.microsoft.com/web/webpi/eula/net_library_eula_ENU.htm)

(22) Microsoft.AspNet.SignalR.SystemWeb
(https://www.microsoft.com/web/webpi/eula/net_library_eula_ENU.htm)

(23) Microsoft.AspNet.TelemetryCorrelation
(https://www.microsoft.com/web/webpi/eula/net_library_eula_ENU.htm)

(24) Microsoft.AspNet.Web.Optimization
(https://www.microsoft.com/web/webpi/eula/aspnetcomponent_rtw_enu.htm)

(25) Microsoft.AspNet.WebApi
(https://www.microsoft.com/web/webpi/eula/net_library_eula_ENU.htm)

(26) Microsoft.AspNet.WebApi.Client
(https://www.microsoft.com/web/webpi/eula/net_library_eula_ENU.htm)

(27) Microsoft.AspNet.WebApi.Core
(https://www.microsoft.com/web/webpi/eula/net_library_eula_ENU.htm)

(28) Microsoft.AspNet.WebApi.Extensions.Compression.Server
(https://www.eyecatch.no/licenses/apache-20/)

(29) Microsoft.AspNet.WebApi.Extensions.Compression.Server.Owin
(https://www.eyecatch.no/licenses/apache-20/)

(30) Microsoft.AspNet.WebApi.HelpPage
(https://www.microsoft.com/web/webpi/eula/net_library_eula_ENU.htm)

(31) Microsoft.AspNet.WebApi.Owin
(https://www.microsoft.com/web/webpi/eula/net_library_eula_ENU.htm)

(32) Microsoft.AspNet.WebApi.WebHost

(https://www.microsoft.com/web/webpi/eula/net_library_eula_ENU.htm)

(33) Microsoft.AspNet.WebPages
(https://www.microsoft.com/web/webpi/eula/net_library_eula_ENU.htm)

(34) Microsoft.Azure.NotificationHubs
(https://www.microsoft.com/web/webpi/eula/net_library_eula_ENU.htm)

(35) Microsoft.Azure.Services.AppAuthentication
(https://raw.githubusercontent.com/Microsoft/dotnet/master/LICENSE)

(36) Microsoft.Bcl (https://dotnet.microsoft.com/dotnet_library_license.htm)

(37) Microsoft.Bcl.Build (https://dotnet.microsoft.com/dotnet_library_license.htm)

(38) Microsoft.CodeDom.Providers.DotNetCompilerPlatform
(https://www.microsoft.com/web/webpi/eula/net_library_eula_ENU.htm)

(39) Microsoft.Extensions.Caching.Abstractions
(https://raw.githubusercontent.com/aspnet/AspNetCore/2.0.0/LICENSE.txt)

(40) Microsoft.Extensions.Caching.Memory
(https://raw.githubusercontent.com/aspnet/AspNetCore/2.0.0/LICENSE.txt)

(41) Microsoft.Extensions.DependencyInjection
(https://raw.githubusercontent.com/aspnet/AspNetCore/2.0.0/LICENSE.txt)

(42) Microsoft.Extensions.DependencyInjection.Abstractions
(https://raw.githubusercontent.com/aspnet/AspNetCore/2.0.0/LICENSE.txt)

(43) Microsoft.Extensions.Options
(https://raw.githubusercontent.com/aspnet/AspNetCore/2.0.0/LICENSE.txt)

(44) Microsoft.Extensions.Primitives
(https://raw.githubusercontent.com/aspnet/AspNetCore/2.0.0/LICENSE.txt)

(45) Microsoft.IdentityModel.Clients.ActiveDirectory
(https://github.com/AzureAD/azure-activedirectory-library-for-dotnet/blob/dev/LICENSE)

(46) Microsoft.IdentityModel.Logging (https://github.com/AzureAD/azure-activedirectory-
identitymodel-extensions-for-dotnet/blob/master/LICENSE.txt)

(47) Microsoft.IdentityModel.Protocol.Extensions (https://github.com/AzureAD/azure-
activedirectory-identitymodel-extensions-for-dotnet/blob/master/LICENSE.txt)

(48) Microsoft.IdentityModel.Tokens (https://github.com/AzureAD/azure-activedirectory-
identitymodel-extensions-for-dotnet/blob/master/LICENSE.txt)

(49) Microsoft.jQuery.Unobtrusive.Validation
(https://www.microsoft.com/web/webpi/eula/net_library_eula_ENU.htm)

(50) Microsoft.Net.Compilers (https://dotnet.microsoft.com/dotnet_library_license.htm)

(51) Microsoft.Net.Http (https://dotnet.microsoft.com/dotnet_library_license.htm)

(52) Microsoft.Owin
(https://raw.githubusercontent.com/aspnet/AspNetKatana/v4.0.1/LICENSE.txt)

(53) Microsoft.Owin.Host.SystemWeb
(https://raw.githubusercontent.com/aspnet/AspNetKatana/v4.0.1/LICENSE.txt)

(54) Microsoft.Owin.Security
(https://raw.githubusercontent.com/aspnet/AspNetKatana/v4.0.1/LICENSE.txt)

(55) Microsoft.Owin.Security.ActiveDirectory
(https://raw.githubusercontent.com/aspnet/AspNetKatana/v4.0.1/LICENSE.txt)

(56) Microsoft.Owin.Security.Cookies
(https://raw.githubusercontent.com/aspnet/AspNetKatana/v4.0.1/LICENSE.txt)

(57) Microsoft.Owin.Security.Facebook
(https://raw.githubusercontent.com/aspnet/AspNetKatana/v4.0.1/LICENSE.txt)

(58) Microsoft.Owin.Security.Google
(https://raw.githubusercontent.com/aspnet/AspNetKatana/v4.0.1/LICENSE.txt)

(59) Microsoft.Owin.Security.Jwt
(https://raw.githubusercontent.com/aspnet/AspNetKatana/v4.0.1/LICENSE.txt)

(60) Microsoft.Owin.Security.MicrosoftAccount
    (https://raw.githubusercontent.com/aspnet/AspNetKatana/v4.0.1/LICENSE.txt)
(61) Microsoft.Owin.Security.OAuth
    (https://raw.githubusercontent.com/aspnet/AspNetKatana/v4.0.1/LICENSE.txt)
(62) Microsoft.Owin.Security.OpenIdConnect
    (https://raw.githubusercontent.com/aspnet/AspNetKatana/v4.0.1/LICENSE.txt)
(63) Microsoft.Owin.Security.Twitter
    (https://raw.githubusercontent.com/aspnet/AspNetKatana/v4.0.1/LICENSE.txt)
(64) Microsoft.Web.Infrastructure
    (https://www.microsoft.com/web/webpi/eula/aspnetmvc3update-eula.htm)
(65) Modernizr (https://modernizr.com/license/)
(66) NETStandard.Library (https://dotnet.microsoft.com/dotnet_library_license.htm)
(67) Newtonsoft.Json (https://licenses.nuget.org/MIT)
(68) NLog (https://github.com/NLog/NLog/blob/master/LICENSE.txt)
(69) NLog.Config (https://raw.githubusercontent.com/NLog/NLog/master/LICENSE.txt)
(70) NLog.Schema (https://raw.githubusercontent.com/NLog/NLog/master/LICENSE.txt)
(71) Owin (https://github.com/owin-contrib/owin-hosting/blob/master/LICENSE.txt)
(72) Popper.js (https://github.com/FezVrasta/popper.js/blob/master/LICENSE.md)
(73) Respond (https://github.com/scottjehl/Respond/blob/master/LICENSE-MIT)
(74) SQLite.CodeFirst (https://github.com/msallin/SQLiteCodeFirst/blob/master/LICENSE)
(75) System.Buffers (https://github.com/dotnet/corefx/blob/master/LICENSE.TXT)
(76) System.Data.SQLite (https://www.sqlite.org/copyright.html)
(77) System.Data.SQLite.Core (https://www.sqlite.org/copyright.html)
(78) System.Data.SQLite.EF6 (https://www.sqlite.org/copyright.html)
(79) System.Data.SQLite.Linq (https://www.sqlite.org/copyright.html)
(80) System.Diagnostics.DiagnosticSource
    (https://github.com/dotnet/corefx/blob/master/LICENSE.TXT)
(81) System.IdentityModel.Tokens.Jwt (https://github.com/AzureAD/azure-activedirectory-
    identitymodel-extensions-for-dotnet/blob/master/LICENSE.txt)
(82) System.Memory (https://github.com/dotnet/corefx/blob/master/LICENSE.TXT)
(83) System.Numerics.Vectors (https://github.com/dotnet/corefx/blob/master/LICENSE.TXT)
(84) System.Runtime.CompilerServices.Unsafe
    (https://github.com/dotnet/corefx/blob/master/LICENSE.TXT)
(85) WebGrease   (https://www.microsoft.com/web/webpi/eula/aspnetcomponent_rtw_ENU.htm)
(86) WindowsAzure.ServiceBus
    (https://www.microsoft.com/web/webpi/eula/aspnetcomponent_rtw_ENU.htm)
(87) LiteDB (https://github.com/mbdavid/LiteDB/blob/master/LICENSE)