

BSD 00, 000, 000 0000

Abstract

00000000 00000000 0000 "00000000 00000000" 0000 000 00000000 00 0000 0000 0000 000000 00000000'0
00000000 000000000 00000000 0000 0000000000 000000000 00000000 00000000 00000000 0000 00 00000000 00000000
000000000000 0000 000000 00000000 00.0% 00000000000 00000000 0000 00 0000000000 00 00.0% 00000000000 00000000
00 BSD 000000000 000000000 0000000000; 0000000000 00000000 0000000000000000 0000000, 00000, [Yahoo!](#) BSD 00000000
00000000 0000 0000000 0000000000 FTP 00000000 [ftp.cdrom.com](#) BSD 00000000 0000 0000000000 000000 0.0
0000000000 0000 00000 0000000 0000 00000000 BSD'0 000000 00 000000000 0000, 0000 0000 000000000 0000 BSD 0000
0000000000 00000000 00000 00000000

BSD'0 000000000 00000000 000000 00 0000 000000 0000 ? 00 0000000000 0000 00000 0000 00000 00000000000000 00 00000000
000000000000

00 0000000000 BSD 0 000000000000 00 0000000000000000 0000000 00000000 0000 00000

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1. BSD 00 ?

BSD 0000 00 *Berkley Software Distribution* 0 000000000000 BSD 0000 0000000000000000 0000000000000000,
00000000 0000 0000000000 000000000000 00000000 0000 AT&T'0 000000000000 000000000 0000000000 0000 00000000
0000 00 0000000000 0000 00000000 4.4BSD-Lite 0000 00000000 00 0000000000 00000000 0000 0000 00000000 0000000000
0000000000 0000000000 0000 00000000 00 00000000000000 0000 00000 0000000000 00000000000 00000000 00000000
0000, 0000 000000 00000000000000 00 00000 (GNU) 00000000000 0000000000000000 0000 BSD 0000000000 00000000000 0000000000
000000000 00 0

BSD 00000000

0000 0000000000 0000000000 000000 0000 0 000000 000000 0000 0000 00000000 00000000 000000 0000000000 0000000000 000000
000000 00000000 000000000000 00000000000 00000

00000000 00000000 00, 00000000000 000000000 0000 00000 000000000000 0000000, 00000000 BSD 00000000000 00000000
00000000 0000 00000 000000000000 000000 0000000000000000 0000 00000000000 000000000000 0000

C 0000000000

0000 00 0000000000 00000000000 API 0000000000 0000 0000000000

BSD C 000000000000 0000000000 0000000000 0000000000 0000, 000000 (GNU) 00000000000000 0000 00000 0000

BSD'의 주요 구성 요소는 다음과 같습니다.

4.2. BSD 프로젝트의 구조

BSD 프로젝트는 여러 하위 프로젝트로 구성되어 있으며, 각각은 BSD 라이선스를 따릅니다. 주요 프로젝트는 다음과 같습니다.

BSD 프로젝트의 구조는 다음과 같습니다.

이 구조는 BSD 프로젝트의 주요 구성 요소를 나타내며, 각 구성 요소는 BSD 라이선스를 따릅니다.

핵심 팀

BSD 프로젝트의 핵심 팀은 다음과 같습니다.

이 팀은 BSD 프로젝트의 방향을 설정하고, 주요 결정을 내리며, 프로젝트의 성공을 보장합니다. 팀의 구성은 다음과 같습니다.

Core Team의 역할

FreeBSD와 NetBSD와 같은 하위 프로젝트는 Core Team의 지도를 받으며, 각 프로젝트는 자신의 커뮤니티를 형성합니다.

BSD 프로젝트의 주요 구성 요소는 다음과 같습니다.

1. 프로젝트의 방향을 설정하고, 주요 결정을 내리며, 프로젝트의 성공을 보장하는 역할, 이는 BSD 프로젝트의 **Chief Architect** (주요 설계자)에 해당합니다.
2. BSD 프로젝트의 방향을 설정하고, 주요 결정을 내리며, 프로젝트의 성공을 보장하는 역할, 이는 BSD 프로젝트의 **Principal Architect** (주요 설계자)에 해당합니다.
3. 프로젝트의 방향을 설정하고, 주요 결정을 내리며, 프로젝트의 성공을 보장하는 역할, 이는 BSD 프로젝트의 **Principal Architect** (주요 설계자)에 해당합니다.

4. 通常情況下，CVS 是 BSD 的代碼庫。但對於某些 BSD 分支，CVS 代碼庫可能不是唯一的代碼庫。例如，FreeBSD 的代碼庫是 CVS，而 NetBSD 的代碼庫是 Subversion。

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BSD license and other licenses

BSD license and other licenses are used in BSD/OS and Mac OS X

- 4.4 BSD license and other licenses are used in BSD/OS and Mac OS X, and FreeBSD's BSD/OS license is also used
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4.7. BSD 000000000000 000000 0 0000000000000

BSDi 00000000 BSD/OS 00000000000 00000 00000 00000000 0000000000 00000 FreeBSD 0000000000 00000 00000000 0000000000

00000000 FreeBSD, NetBSD 0 OpenBSD'0 00000000000 0000000000 000000 0000000 000000000000 0000000000 000000000000 00000000000 00000 000000 000000 00000