



Study Guide – Chapter 25: Application Concepts and Use

Chapter Objective

Compare and contrast application concepts and their uses.

This chapter equips IT professionals with essential knowledge for managing applications across various systems within an organization. Understanding the differences in platform compatibility, licensing, and installation practices is critical for effective software deployment and support.

1. Software Compatibility

Cross-Platform Software

- **Definition:** Applications designed to run on multiple operating systems (e.g., Windows, macOS, Linux).
- **Example:** Microsoft Office (available on both Windows and Mac).
- **Use Case:** Ideal for organizations using diverse operating systems to ensure seamless collaboration.

Single Platform Software

- **Definition:** Applications developed to operate only on one specific operating system.
- **Example:** Apple Keynote, Pages, and Numbers (Mac-only).
- **Drawback:** Limits usability across teams using different platforms; may hinder collaboration.

Architecture Considerations

- **x86 (32-bit) vs x64 (64-bit):** Choosing the correct version ensures optimal performance.
 - 32-bit software can run on 64-bit systems but may not be efficient.
 - Prefer native 64-bit versions for better speed and resource management.
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2. Software Installation Best Practices

1. **Read Installation Instructions Carefully**
 - Avoid a “click-through” approach, especially in enterprise settings.
 2. **Review Advanced Options and Configuration Settings**
 - Tailor installation to user needs and organization policies.
 3. **Understand the License Agreement**
 - Know the obligations under:
 - **End-User License Agreement (EULA)**
 - **Enterprise License Agreement**
 4. **Secure the License Key or Serial Number**
 - Treat it like a password.
 - Misuse can lead to unauthorized installations and license violations.
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3. Software Licensing

Proprietary Software

- Purchased from vendors.
- Use is restricted under specific licensing terms.

Open Source Software

- Free to use, modify, and redistribute.
- Community-developed.
- Governed by open source license agreements (e.g., GPL, MIT).

Types of Licenses

License Type	Description
Single User	Licensed to one individual.
Site License	Covers all users within an organization, usually restricted to org-owned devices.
Concurrent License	Multiple users can access the software, but only a limited number at the same time.

Purchase Models



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- **One-time purchase:** Pay once, with optional maintenance fees.
 - **Subscription:** Ongoing monthly/annual payments; common for cloud-based services.
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Exam Essentials

- Cross-platform software works on multiple OSs; single-platform does not.
 - Proprietary software = licensed from vendor; Open source = free to use/modify.
 - Understand license types: single-user, site, concurrent.
 - Always verify compatibility (OS and architecture) before installing.
 - Secure and manage software keys properly.
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Practice Questions

Question 1:

You purchased new data visualization software for business analysts. The license allows installation on corporate-owned devices by any user.

What type of license is this?

Answer: A – Site License

Question 2:

Your company uses both Windows and Mac systems. You need collaboration software for all employees.

What kind of software should you select?

Answer: D – Cross-Platform Software

Reflection Point (Inspired by Marshall McLuhan)



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“The medium is the message.”

In choosing and deploying software, consider not just what the application does, but how its platform and licensing affect organizational workflows, communication, and culture.

If you'd like, I can also prepare flashcards, a quiz, or a teaching slide deck based on this material. Let me know what format best supports your learning or teaching goals.

Chapter 25 Review Questions

◆ True/False (5 Questions)

1. **True/False:** Cross-platform software is designed to work only on Windows operating systems.
 2. **True/False:** A single user license allows multiple users to use the same software simultaneously.
 3. **True/False:** It is best practice to skip the license agreement during software installation to save time.
 4. **True/False:** A 32-bit (x86) application can run on a 64-bit (x64) system, but with potentially reduced performance.
 5. **True/False:** Open source software allows users to modify and redistribute the code freely under certain conditions.
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Short Answer (5 Questions)

6. What is the key difference between proprietary and open-source software?
 7. Name one disadvantage of using single-platform software in a mixed-OS environment.
 8. What does a concurrent license restrict?
 9. Why is it important to safeguard software license keys?
 10. Why is it important to review advanced options and configuration settings when installing software?
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Multiple Choice (10 Questions)

11. Which of the following is an example of cross-platform software?
 - A. Apple Keynote
 - B. Microsoft Office
 - C. Adobe Final Cut Pro
 - D. Windows Paint
12. What type of license allows an organization to install software on all company-owned devices without limiting usage to named individuals?
 - A. Single-user license
 - B. Concurrent license
 - C. Site license
 - D. Trial license
13. What is the typical format of older 32-bit Windows software?
 - A. .x64
 - B. .dmg
 - C. .x86
 - D. .iso
14. Which of the following is **not** a best practice during software installation?
 - A. Skipping configuration settings to save time
 - B. Reviewing advanced options
 - C. Reading the EULA
 - D. Verifying system compatibility
15. Which of the following licenses counts how many users can use the software at the same time?
 - A. Single-user
 - B. Open-source
 - C. Site license
 - D. Concurrent license
16. What type of software is developed by a community and free for modification?
 - A. Proprietary software
 - B. Open source software
 - C. Subscription-based software
 - D. Enterprise software
17. A software application is only compatible with macOS. This is an example of:
 - A. Subscription-based software
 - B. Cross-platform software
 - C. Cloud software
 - D. Single platform software
18. Which type of software licensing model typically involves monthly or yearly payments?
 - A. One-time purchase
 - B. Shareware



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- C. Subscription model
 - D. Concurrent access
19. Which of the following best describes the reason to read the license agreement?
- A. It includes marketing material.
 - B. It allows you to skip updates.
 - C. It ensures compliance with legal use of the software.
 - D. It provides system repair instructions.
20. If users in your organization use both Windows and Mac, which kind of software should you implement for collaboration?
- A. Single platform software
 - B. Subscription-only software
 - C. Open source software
 - D. Cross-platform software
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