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ICSharpCode.SharpZipLib.dll
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Microsoft ASP.NET Web API 2.2 Client Libraries
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Microsoft ASP.NET Web API 2.2 Core Libraries
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Microsoft.IdentityModel.Logging
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<https://github.com/AzureAD/azure-activedirectory-identitymodel-extensions-for-dotnet/blob/master/LICENSE.txt>

Microsoft.IdentityModel.Tokens
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JSON Web Token Handler For the Microsoft .Net Framework 4.5
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jaxb2-basics
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OpenSAML OpenWS
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Exhibit: 22

Developer terms and conditions

Valid since 10 July 2018

Canonical Terms of Service

This Agreement covers the provision of Services by Canonical Group Limited registered in England company number 6870835 ("Canonical", "us", "we" or "our") through the Developer Site to you as an individual or an entity ("you" or "your"). Your use of the Services and distribution of your App(s) will be governed by this Agreement along with Canonical's Privacy Policy. Please read this Agreement carefully before you register for a Developer Account. If you register for a Developer Account and use the Services on behalf of a company or other entity, you represent that you have the full legal authority to bind the company to this Agreement and you are agreeing to this Agreement on behalf of that company. To register for a Developer Account and use the Services, you must be at least 13 years old. If you are between age 13 and 18, you confirm that you have your parent's or legal guardian's consent and that they have read and agreed to this Agreement.

1. Definitions

App(s): one or more applications or content items owned by you which you submit through the Developer Site and any associated screen shots and marketing materials provided by you, these may be Snappy Ubuntu apps.

Client Software: any utilities provided by Canonical which enable end users to discover, install, and remove software including Apps.

Developer Site: Canonical's websites for uploading and managing Apps, including <https://dashboard.snapcraft.io/snaps/>.

Services: Canonical's services for distributing, publishing, discovery, installation, and removal of your Apps and payment collection.

Term: the term of this Agreement, as set out in Clause 10.

Ubuntu: any versions of the Linux-based operating system known as Ubuntu.

2. Your App

Once you are accepted for a Developer Account, you may submit Apps to the Developer Site.

Canonical or its partners may publish the Apps you submit through the Client Software, but is not obligated to do so.

You are the owner of the Apps and are solely and entirely responsible for your Apps and the distribution of your Apps through the Client Software.

You agree that Apps you submit to the Developer Site do not infringe any intellectual property right of any third party or any applicable law or regulation, and will not contain any material from a third party, unless you have permission from the rightful owner of the material or you are otherwise legally entitled to distribute the material.

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Canonical may remove your App from the Client Software or Developer Site at any time and for any reason.

You may remove your App from the Client Software at any time, through the Developer Site. Removing an App from the Client Software will prevent new discovery and installation, but will not remove the App from the computers of those users who have previously installed it.

3. Your obligations

Prior to submitting an App, you must first test the App.

Your Apps must comply with these terms and conditions and any additional terms and policies made known by Canonical from time to time.

You will set the price, if any, that end users will be charged for your Apps.

You are responsible for determining applicable taxes in connection with distributing your App, and you shall pay applicable taxes to the applicable tax authorities.

You will include the licence applicable to users of your App with your App. If you require an agreement to be displayed to the end user, you will configure your App to display it upon installation or first run of the App. Your App may include third party open source software so long as you comply with all applicable third party open source software licenses. This Agreement shall not override any open source software licence terms.

If your advertisements and marketing materials for your App mention any distribution channel, you may include the Ubuntu logo provided in the Developer Site by Canonical and a statement that the App is available through Ubuntu.

All usage of the Services must be legal and not infringe any third party's rights. You must not take any action or use the Services in any way that might bring Canonical into disrepute, affect the ability of Canonical to provide the Services, be illegal, or encourage illegal activities. You may not use the services in any manner that might be libellous or defamatory, that contains threats or incites violence towards individuals or entities, or that violates the privacy or publicity rights of any third party. We may limit the daily bandwidth and number of downloads/uploads for the Services at our discretion where reasonably required from time to time. As part of the Services, you may store data on Canonical's servers or those of Canonical's suppliers. You should ensure that this data is not in breach of any applicable law and does not breach any individual's data protection or privacy rights. You shall indemnify Canonical in full for any loss, cost or damage suffered by it as a result of your use or misuse of the Services.

4. Pricing, fees and payment

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If you elect to distribute your App through the Client Software for a charge, we will collect fees from end users that purchase your App at the price you set. Within 30 days of the end of each calendar quarter, we will provide you with a report of the number of copies of each of your Apps sold and the amount of any payment due, which shall be the fee multiplied by the number of copies sold less any applicable taxes and our commission. Our commission is 20-30% of the total fees charged for the sale of your App, less any applicable fees and taxes, depending on how your App is made available by Canonical.

In some cases (e.g. content such as magazines), we may mutually agree to a different commission rate which will be incorporated into this Agreement through an amendment.

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Canonical will not provide any end user support for your App.

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You may distribute a no-charge trial version of any App through the Client Software through the Developer Site. However, if you charge for another version of the App through the Client Software (e.g. a "full" version) or upgrading from the trial version, then the commercial terms in this Agreement apply.

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We may allow third parties to publish ratings and reviews of your

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10. Term and termination

We look forward to providing you with Services for as long as you wish to have them. However, there are some circumstances under which this Services may be terminated. This Agreement begins when you accept its terms and conditions by creating a Developer Account and will continue in force unless terminated in accordance with this Clause 10. You may terminate this Agreement at any time by closing your Developer Account. We may terminate this Agreement immediately if you breach its terms or on 30 days' notice by email at any time. Upon termination for any reason, we will remove your Apps from the Client Software in no more than 30 days from the end of the notice period. Unless terminated for your breach, we will provide a final report and payment after the calendar quarter during which this Agreement was terminated.

11. Changes to the Services or this Agreement

We aim to continually improve our Services and, as a result, may change the Services from time to time. New features may be added, but we also may modify or discontinue (temporarily or permanently) a service, in part or in whole. We may occasionally change the terms of this Agreement, in which case the updated terms of this Agreement will apply when we post them to the Developer Site.

12. Additional terms and payment

Some services may be subject to additional terms or may require payment of fees. In that event, you will be given an opportunity to review and agree to such terms and fees before using those services.

13. Collection and use of your data

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Jean-loup Gailly
jloup@gzip.org

Mark Adler
madler@alumni.caltech.edu

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Exhibit: 24

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

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When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6.

Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

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b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a

copy of the library already present on the user's computer system,
rather than copying library functions into the executable,
and (2)
will operate properly with a modified version of the library,
if
the user installs one, as long as the modified version is
interface-compatible with the version that the work was made
with.

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above
specified materials from the same place.

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For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception,
the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major
components (compiler, kernel, and so on) of the operating system
on
which the executable runs, unless that component itself
accompanies
the executable.

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library
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