

ClassScreenLock

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

重要提示

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第一条 定义与知识产权

1.1 软件定义

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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1.2.3 “ClassScreenLock”文字标识及官方 LOGO（以下简称“商标”）是开发团队的商标，独立于 GPL-3.0 许可。本协议不限制您依据 GPL-3.0 对包含商标的软件界面或图标进行修改与分发，但您不得将商标作为独立标识用于指示软件来源之外的任何商业用途，亦不得以可能引起混淆的方式使用商标。任何对商标的使用均须遵守商标法，不因软件采用 GPL-3.0 许可而视为自动授权。

第二条 许可与限制

2.1 GPL-3.0 许可

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您以二进制形式分发本软件（无论原版或修改版）时，必须同时提供完整的、机器可读的对应源代码。您不得要求接收者支付额外费用以获取源代码，但可以为分发二进制文件本身收取合理费用。

2.3 权利保留

本协议未明确授予您的任何权利，均由开发团队保留。

第三条 违规与终止

3.1 授权终止

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3.2 终止后果

授权终止期间，您对本软件的任何复制、修改、分发行为

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- (2) 向代码托管平台、应用商店及电商平台提交侵权投诉；
- (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 新增组件与服务

本软件自 V1.12.26.2637 版本起，包含以下新增组件：

4.2.1 守护进程：一个独立的守护进程，用于监控主程序状

态，并在其异常终止时自动尝试恢复。

4.2.2 Web 集控管理平台：一个可选部署的独立 Web 服务，用于实现远程可视化管理、状态监控、策略同步和设备分组等功能。Web 平台需部署在服务器上，并与客户端进行网络连接和密钥配对。

4.3 预期限制与风险

4.3.1 管理员权限：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，仍可能通过标准系统工具（如任务管理器、注册表编辑器、系统服务管理器）尝试绕过软件限制。看门狗机制旨在提升软件自身健壮性，但不能完全抵御具有系统级权限的恶意破坏。软件的有效性依赖于部署方对设备用户权限的合理管控。

4.3.2 非稳定版本提示：V1.12.26.2637 及同系列早期版本属于非稳定构建版（Beta）。新引入的看门狗和 Web 集控功能涉及系统底层权限及网络通信，可能存在进程崩溃、连接失败或数据异常等风险。开发团队强烈建议您在虚拟环境或非生产环境中先行测试。

4.3.3 网络依赖：Web 集控功能的可用性依赖于客户端与 Web 服务器之间的网络连通性。若无网络连接或无集控需求，客户端的单机功能不受影响。

4.3.4 浏览器兼容性：Web 管理后台建议在 Chromium

130+ 版本内核的浏览器中运行，不兼容 Internet Explorer。

4.3.5 数据防护限制：数据防篡改与备份系统旨在增强配置数据的稳定性，但不能保证在极端情况（如存储介质物理损坏）下数据的绝对完整。

第五条 用户责任与合规指引

5.1 使用合规

您应确保对软件的使用符合所有适用法律法规。因您使用软件产生的法律责任，由您自行承担。

5.2 高风险功能

本软件包含摄像头拍摄、屏幕截图、网络拦截、远程配置同步（通过 Web 集控）等功能。您启用上述功能前，应依法获得必要授权，并采取合理措施保护数据安全。因未获授权使用上述功能产生的法律责任，由您独立承担。

5.3 数据安全

软件运行产生的所有数据均存储在您的本地设备（客户端）或您自行部署的服务器（Web 集控平台）上。开发团队不会主动收集、上传任何数据。您对数据的备份、安全及合法处理负全部责任。

5.4 部署与运维责任

若您选择部署和使用 Web 集控管理平台，您应先在虚拟环境进行测试，并自行负责服务器的安全配置、端口放行、访问控制、数据备份及密码管理（特别是首次登录后立即更改默认密码）。因服务器部署不当、配置泄露或第三方攻击导致的一切后果，由您自行承担。

第六条 数据与隐私保护

6.1 数据收集范围

本软件（客户端）及其可选组件（Web 集控平台）不主动向开发团队收集、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、配置文件等所有数据，均仅存储在您指定的本地设备或您自有的服务器中，开发团队无法获取、访问这些数据。

6.2 网络拦截功能特别说明

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。

6.3 屏幕截图功能特别说明

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。

6.4 集控功能特别说明

使用 Web 集控功能时，客户端的状态信息（如在线/离线）、设备标识及用于策略同步的配置数据，将传输至您自建的 Web 服务器进行处理。这些数据的存储与安全由您全权负责。

6.5 用户责任

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。

第七条 免责声明

7.1 软件按现状提供

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据丢失、设备损坏、业务中断。本限制不适用于因开发团队故意或重大过失造成的损失。

7.3 设计缺陷责任

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7.4 第三方组件

本软件使用的第三方开源组件由其各自权利人按相应许可提供，开发团队不对其承担保证责任。详细请看附件 2。

第八条 法律适用与争议解决

8.1 法律适用

本协议的订立、效力、解释、履行及争议解决均适用中华人民共和国法律。

8.2 争议解决

因本协议产生的任何争议，双方应友好协商；协商不成的，任何一方均可向开发团队主要维护者经常居住地（福建省南平市）有管辖权的人民法院提起诉讼。对于个人用

户，若本管辖条款被有管辖权的法院认定为不合理，则适用被告住所地或原告住所地人民法院管辖。

第九条 协议修改

9.1 开发团队有权更新本协议。更新后的协议将在官方仓库公示 10 日后生效。

9.2 若您不同意修改后的协议，应立即停止使用并卸载软件。

第十条 其他

10.1 本协议构成双方关于软件使用的完整协议。

10.2 若本协议任何条款被认定为无效或不可执行，不影响其余条款的效力。

10.3 开发团队未行使本协议中的任何权利，不视为对该权利的放弃。

10.4 如果对本 EULA 有改进建议的，可以通过邮箱 (LavaChicken2512@outlook.com) 联系

附件 1:

GNU General Public License v3.0 全文

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Version 3, 29 June 2007

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Some devices are designed to deny users access to install or run modified versions of the software inside them, although the manufacturer can do so. This is fundamentally incompatible with the aim of protecting users' freedom to change the software. The systematic pattern of such abuse occurs in the area of products for individuals to use, which is precisely where it is most unacceptable. Therefore, we have designed this version of the GPL to prohibit the practice for those products. If such problems arise substantially in other domains, we stand ready to extend this provision to those domains in future versions of the GPL, as needed to protect the freedom of users.

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.

TERMS AND CONDITIONS

0. Definitions.

"This License" refers to version 3 of the GNU General Public License.

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

"The Program" refers to any copyrightable work licensed under this License. Each licensee is addressed as "you". "Licensees" and "recipients" may be individuals or organizations.

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.

A "covered work" means either the unmodified Program or a work based on the Program.

To "propagate" a work means to do anything with it that, without permission, would make you directly or secondarily liable for infringement under applicable copyright law, except executing it on a computer or modifying a private copy. Propagation includes copying, distribution (with or without modification), making available to the public, and in some countries other activities as well.

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

the extent that it includes a convenient and prominently visible feature that (1) displays an appropriate copyright notice, and (2) tells the user that there is no warranty for the work (except to the extent that warranties are provided), that licensees may convey the work under this License, and how to view a copy of this License. If the interface presents a list of user commands or options, such as a menu, a prominent item in the list meets this criterion.

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.

A "Standard Interface" means an interface that either is an official standard defined by a recognized standards body, or, in the case of interfaces specified for a particular programming language, one that is widely used among developers working in that language.

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,

such as by intimate data communication or control flow between those subprograms and other parts of the work.

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

The Corresponding Source for a work in source code form is that same work.

2. Basic Permissions.

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3. Protecting Users' Legal Rights From Anti-Circumvention Law.

No covered work shall be deemed part of an effective technological

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When you convey a covered work, you waive any legal power to forbid circumvention of technological measures to the extent such circumvention is effected by exercising rights under this License with respect to the covered work, and you disclaim any intention to limit operation or modification of the work as a means of enforcing, against the work's users, your or third parties' legal rights to forbid circumvention of technological measures.

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You may convey verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice; keep intact all notices stating that this License and any non-permissive terms added in accord with section 7 apply to the code; keep intact all notices of the absence of any warranty; and give all recipients a copy of this License along with the Program.

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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 in which the particular user actually uses, or expects or is expected

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:

第三方组件声明

本软件使用了以下第三方开源组件。这些组件的版权归其各自权利人所有，您在使用本软件时，也需遵守相应许可证的条款。

1. Font Awesome 图标库 (Free)

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 - 代码/样式部分：MIT License
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- 版权信息：© Fonticons, Inc.

- 说明：本软件仅使用 Font Awesome Free 免费图标库，未使用其专业版图标。
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2. .NET Runtime

- 许可证：MIT License
 - 许可证全文：<https://opensource.org/licenses/MIT>
 - 官方项目地址：<https://github.com/dotnet/runtime>
 - 版权信息：© .NET Foundation and contributors
 - 说明：本软件运行依赖于 Microsoft .NET Runtime 9.0 及以上版本。
-

3. Newtonsoft.Json

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

- 许可证：MIT License

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<https://github.com/dotnet/winforms>
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