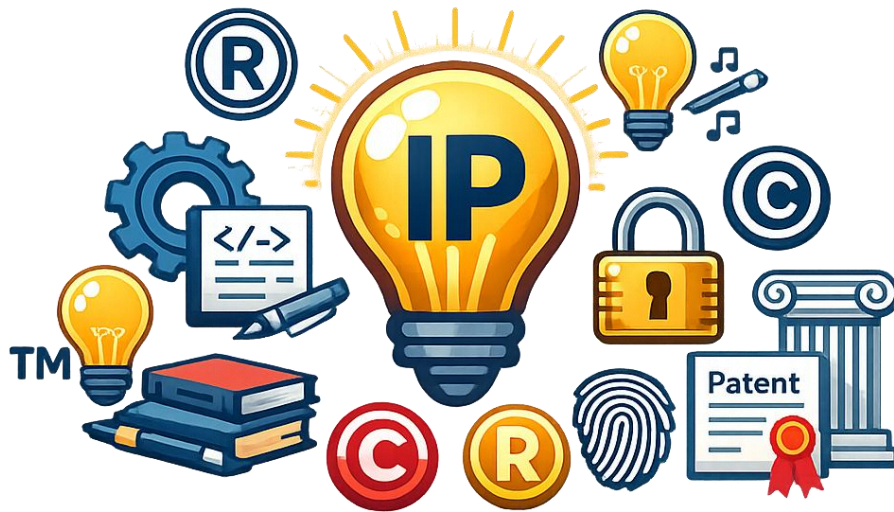


Definition of Patent

- A **patent** is a legal right granted by the government to an inventor for a new invention.



Intellectual Property Rights

- This right gives the inventor exclusive control over the use, making, selling, and distribution of that invention for a specific period (usually 20 years from the filing date).

Key Points

- A patent protects ideas that have been turned into a practical invention.
- It prevents others from copying or using the invention without permission.
- In exchange, the inventor must publicly disclose how the invention works.

Simple Explanation

- **Think of a patent like a temporary monopoly:**
 - You invented something new.
 - **The government says:** "Only you can use or sell it for a certain time."
 - But you must explain your invention clearly so others can learn from it.

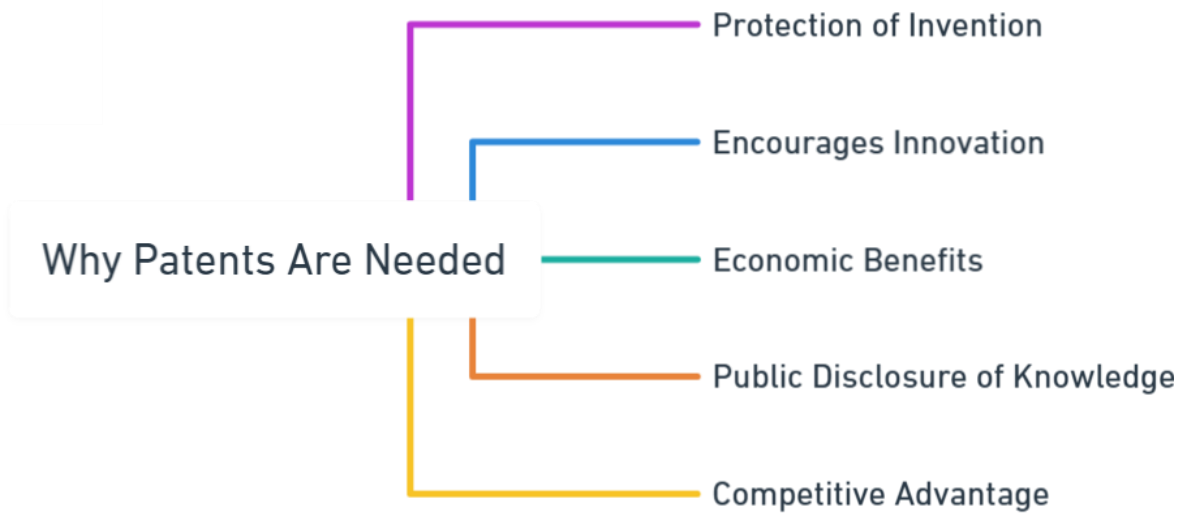
Example

- **If someone invents a new drug:**
 - Only they can produce and sell it.
 - Others must wait until the patent expires or get permission (license).

Need for Patenting

Patenting is important for both **inventors** and **society**.

Why Patents Are Needed



A. Protection of Invention

- Prevents others from copying or stealing the idea.
- Gives legal rights to take action against infringement.

B. Encourages Innovation

- Inventors are motivated to create new products because they will benefit financially.
- Companies invest in research to know their invention will be protected.

C. Economic Benefits

- Patents can be **sold, licensed, or transferred**.
- Help businesses grow and generate revenue.

D. Public Disclosure of Knowledge

- Patent documents are published.
- Others can learn from them and develop improved technologies.

E. Competitive Advantage

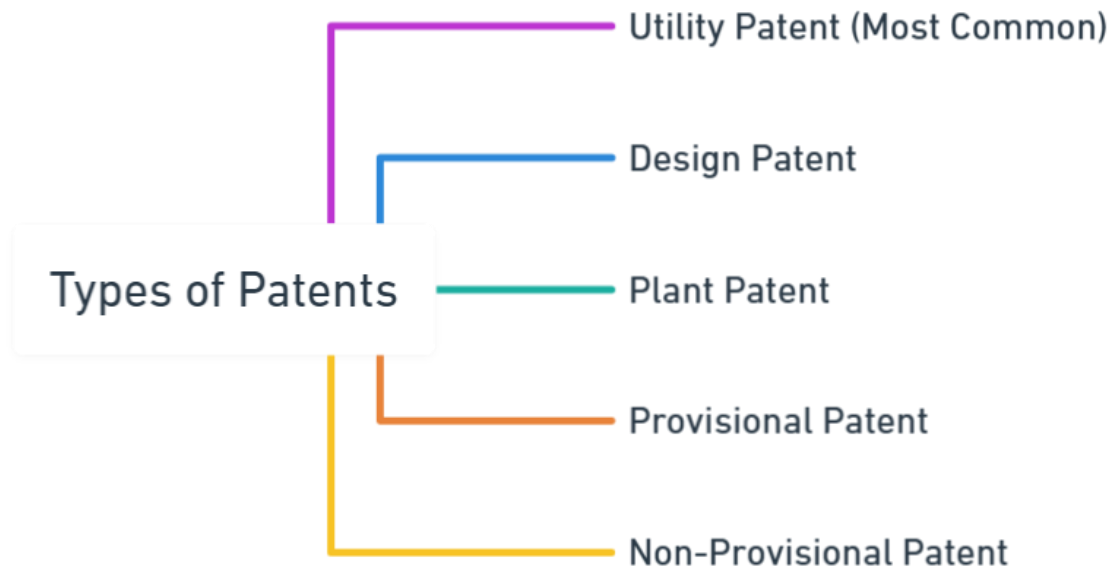
- A patented product has **less competition** in the market.
- Helps in branding and market control.

Simple Explanation

- **Without patents:**
 - Anyone could copy your invention.
 - You would lose money and motivation.
- **With patents:**
 - You get reward and recognition for your work.

Types of Patents

Patents are classified based on what kind of invention is being protected.



1. Utility Patent (Most Common)

- Protects functional inventions.
- **Covers:**
 - Machines
 - Processes
 - Chemical compounds
 - Drugs
- **Example:**
 - A new medicine
 - A new manufacturing method

2. Design Patent

- Protects the **appearance or design** of a product.
- Does not protect how it works.
- **Example:**
 - Shape of a bottle
 - Design of a smartphone

3. Plant Patent

- Given for **new plant varieties**.
- Must be **new and reproduced asexually** (not grown from seeds).
- **Example:** A new type of rose plant

4. Provisional Patent

- A temporary application filed to **secure an early filing date**.
- Valid for **12 months**.
- Gives time to develop the invention further.
- **Example:** Early-stage drug research before full testing

5. Non-Provisional Patent

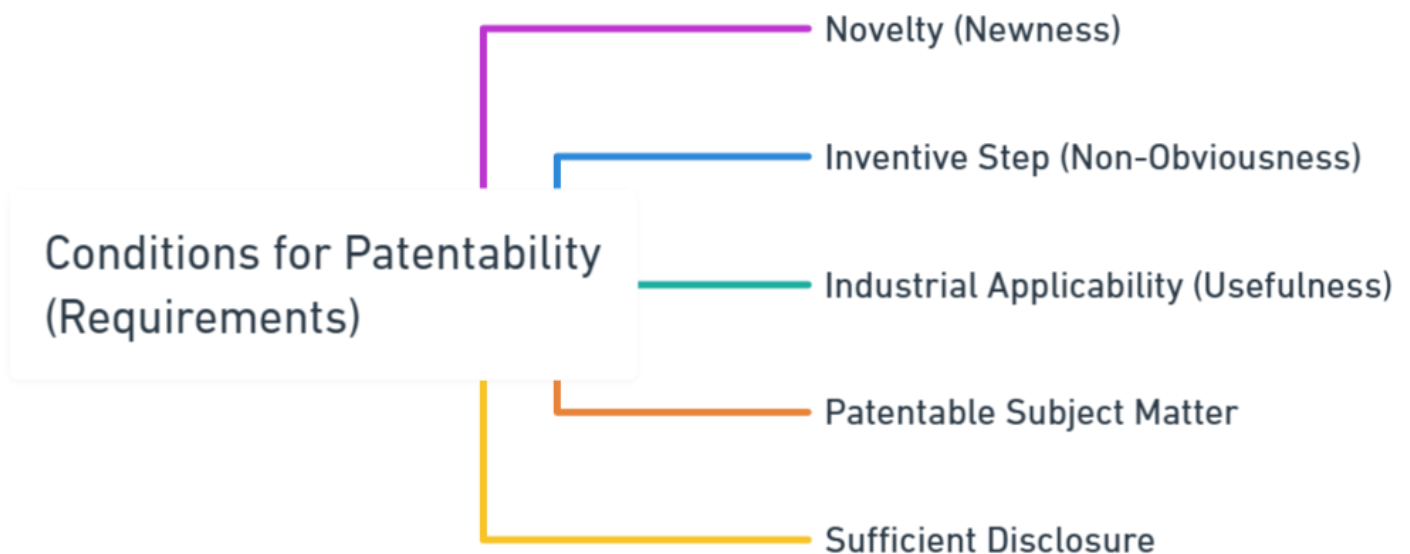
- The **complete and final application**.
- Must include full details and claims.

Simple Table

Type	What it Protects
Utility	Function/use
Design	Appearance
Plant	New plants
Provisional	Temporary protection
Non-provisional	Final patent

Conditions for Patentability (Requirements)

For an invention to be patented, it must satisfy certain **legal conditions**.



1. Novelty (Newness)

- The invention must be completely new.
- **It should not be:**

- Published anywhere
- Known to the public
- Previously patented
- **Simple Meaning:**
 - If it already exists, you cannot patent it.

2. Inventive Step (Non-Obviousness)

- The invention should not be obvious to a skilled person in that field.
- It must show creativity or technical advancement.
- **Example:**
 - Simply changing color of a product is obvious → not patentable
 - Creating a new drug mechanism → patentable

3. Industrial Applicability (Usefulness)

- The invention must be **useful in industry**.
- It should work in real life, not just theory.
- **Example:** A drug must treat a disease

4. Patentable Subject Matter

- The invention must fall under categories allowed by law.
- **Not Patentable:**
 - Abstract ideas
 - Natural discoveries
 - Mathematical formulas
 - Laws of nature

5. Sufficient Disclosure

- The invention must be explained clearly in the patent.
- Others should be able to **understand and reproduce it**.

Simple Explanation

- **To get a patent, your invention must be:**
 - New
 - Not obvious
 - Useful
 - Clearly explained



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