

Principle 2 – CLIENT AND EMPLOYER

Software engineers shall act in a manner that is in the best interests of their client and employer, consistent with the public interest. In particular, software engineers shall, as appropriate:

- 2.01. *Provide service in their areas of competence, being honest and forthright about any limitations of their experience and education.*
- 2.02. *Not knowingly use software that is obtained or retained either illegally or unethically.*
- 2.03. *Use the property of a client or employer only in ways properly authorized, and with the client's or employer's knowledge and consent.*
- 2.04. *Ensure that any document upon which they rely has been approved, when required, by someone authorized to approve it.*
- 2.05. *Keep private any confidential information gained in their professional work, where such confidentiality is consistent with the public interest and consistent with the law.*
- 2.06. *Identify, document, collect evidence and report to the client or the employer promptly if, in their opinion, a project is likely to fail, to prove too expensive, to violate intellectual property law, or otherwise to be problematic.*
- 2.07. *Identify, document, and report significant issues of social concern, of which they are aware, in software or related documents, to the employer or the client.*
- 2.08. *Accept no outside work detrimental to the work they perform for their primary employer.*
- 2.09. *Promote no interest adverse to their employer or client, unless a higher ethical concern is being compromised; in that case, inform the employer or another appropriate authority of the ethical concern.*