**CHAPTER 10. Ethics and ownership**

1. PUBLIC - Software engineers shall act consistently with the public interest
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
3. PRODUCT - Software engineers shall ensure that their products and related modifications meet the highest professional standards possible
4. JUDGEMENT - Software engineers shall maintain integrity and independence in their professional judgement
5. MANAGEMENT - Software engineering managers and leaders shall subscribe to and promote an ethical approach to the management of software developmment and maintenance
6. PROFESSION - Software engineers shall advance the integrity and reputation of the profession consistent with the public interest
7. COLLEAGUES - Software engineers shall be fair to and supportive of their colleagues
8. SELF - Software engineers shall participate in lifelong learning regarding the practice of their profession and shall promote an ethical approach to the practice of the profession

Copyright: a formal recognition of ownership of a created and published work

Open source software: software provided with the source code

Free software: software provided with the source code when the user is free to use it as they wish

Shareware: software provided free of charge for a limited period but no source code provided

Freeware: software provided free of charge with no time limit for its use but no source code provided

AI:

AI usage:

Problem solving

Linguistics

Perception

Reasoning

Learning

The impact of AI:

Benefit:Improve productivity, create more leisure time, can work in dangerous environment

convinient, driveless car

Drawback: maybe applied in war, cause unemployment,

make the rich richer and the poor poorer, robot cause enviroment pollution