

My research paper was on Ethics and Programming. Ethics are very important because as a programmer, you should always thinking about your client and how you can serve them. I learned about privacy, plagiarism, and malware. Programmers have many different guidelines they should try to follow to ensure that they are giving great quality service. If not, they can suffer serious consequences, and also lose cliental.

Privacy is state or condition of being free from being observed or disturbed by other people. I learned that it is very important to not invade your client's privacy by doing things such as, setting up your program to hack people's email accounts. In an article titled, "A Question of Programming Ethics", Dustin Brooks told the story of how his privacy was invaded after he used a program by the name of G-Archiver. When the user would enter their information, it would be sent to Terry without the user's knowledge, and Terry was then free to do whatever he pleased with the information. Dustin Brooks stated, "John Terry, the apparent creator, hard coded his username and password to his gmail account in source code." Thankfully Brooks was able to go into Terry's account, and delete all the emails. He also contacted Google about the situation.

I also learned that plagiarism is very common among student programmers. This is because in most cases, students are used to only having one correct answer. Because of this, students tend to copy down another programmers work, in hopes of getting the "correct" answer. Most students don't realize that with coding, there can be more than one correct answer. Coding is about logic, you can reach a solution. Student programmers also resort to plagiarizing when they are only given a specific amount of time to complete a project, and they don't believe they will be able to finish it on their own. Lastly, students also plagiarize code because they simply don't want to do the work themselves.

I also learned about Malware. Malware is short for malicious software. I learned about the most common types, worm, virus, spyware, Trojan horse, and rootkit. Malware can damage your computer

very badly. I also learned that in some places students are actually learning to create Malware. George Ledin wrote an essay stating that student should learn to recognize, analyze, disable and remove malware, and to do so, they must create their own. Many people thought this was wrong because the students were being taught to do something that was normally frowned upon. Ledin believed that by teaching students this way, they would be better equipped to create defenses against these types of things.

As for my learning experience, it was pretty easy. I did simple research on the computer and filtered out all the information I didn't need from the information that I did. I only had difficulties when it came to searching; there was plenty about ethics, and programming, but not much about the two dealing with each other. I can use the knowledge that I have received in the real world, if I were to become a programmer, I would have to follow these ethics. That would ensure that I am doing my job the right way.