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Survey of Scripting

27 October 2023

Ethics in Computer Science

Copyright is a legal concept that plays a pivotal role in protecting intellectual property, including computer programs, in the realm of computer science. In the United States, as well as in many other countries, copyright law is the primary legal framework through which computer program creators safeguard their work. Copyright, in the context of computer science, provides creators with the exclusive rights to control the reproduction, distribution, and modification of their computer programs. It effectively grants them a legal monopoly over their creations for a specific period, which allows them to benefit from their intellectual efforts and investments (Group T). From the viewpoint of the US legal system, copyright protection extends to original works of authorship fixed in a tangible medium of expression, and this includes computer programs. The key principles of copyright law that apply to computer programs are: A computer program must be an original creation, showing a minimal level of creativity. This means that straightforward, uncreative code may not be eligible for copyright protection. The program must be stored in a tangible medium, such as written on paper or stored on a computer's hard drive, before copyright protection applies. Copyright owners have exclusive rights to reproduce, distribute, display, and adapt their computer programs. Others can only do these actions with the owner's permission(Group T).

In the context of computer science, programmers often use software licenses to specify how others can use their code. One fair and commonly used license is the MIT License. The MIT

License is an open-source software license that allows others to use, modify, distribute, and even commercially exploit the code, provided they include the original copyright notice. This license is fair because it strikes a balance between protecting the interests of the original programmer and encouraging collaboration and innovation. The MIT License was chosen for its fairness because it promotes open-source development and collaboration. It allows programmers to share their work with the community while ensuring proper attribution. Depending on the circumstances, programmers might choose different licenses. For instance, they might opt for a more restrictive license, like the GNU General Public License (GPL), when they want to ensure that derivative works remain open-source(Guides: Open Licenses).

When programmers reuse code from the internet, whether in an educational setting, at work, or for commercial purposes, they have several important obligations to consider. License Compliance programmers must respect the terms of the software licenses associated with the code they are reusing. Ignoring these terms can lead to legal consequences, including copyright infringement(Group T). Proper attribution is crucial when using code from the internet. Programmers should acknowledge the original authors by retaining copyright notices and attributing the work as required by the license(Guides: Open Licesnse). When creating derivative works based on code found on the internet, programmers must adhere to the license's requirements. Some licenses, like the GPL, require derivative works to be open-source, while others may allow for more flexibility. Reusing code from the internet comes with the responsibility to ensure that the code is secure, reliable, and of good quality. Failing to do so can lead to vulnerabilities and issues in the software. Programmers should also consider the ethical implications of code reuse, such as whether it aligns with the principles of responsible computing and the ethical guidelines of their profession(The GNU General Public License).

If we do not properly use anothers code it could have many bad effects. These effects could be seen in society if the programer used someones code and did not have the proper premissioms even if the code could help people it would be considered copyright and could get the helpful information taken down. This could keep people from getting what they need.

In summary, when reusing code from the internet, programmers should be vigilant about understanding the licensing terms, providing proper attribution, and fulfilling their obligations as per the license. Failure to do so can result in legal disputes and ethical dilemmas. Taking someone elses work is not ethical and couldd be followed with legal action. A computer scientist should know the ethical ways to use others code so they can stay out of copyright disputes and so they can take a code and improve upon it.

Works Cited

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