Week 1 Learning Journal

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**Plagiarism in Coding**

Plagiarism is defined as the unlawful act of adopting someone else’s work and using it as if it was your own original work. It is a form of crime and may result in serious litigation risk. In coding, it would involve taking someone’s code and using it as your own without giving credit to the original owner.

Ideally, this should be avoided as far as possible. However, this is not always possible and so there is a way to use another’s code without attracting charges of plagiarism. Usually, if one is to adopt the code used by another, proper mention of acknowledgement should be made either in the same script as commentary, or at the end of a specific report or document. Furthermore, original code should be clearly marked differently to or written separately to any imported or adopted code. This could be done by properly commenting on the code you use (this will signal originality and competence), and also using original names of the variables used. This kind of demarcation is sometimes referred to as ‘*writing in a clean room.’*

**Internet Etiquette (Netiquette)**

This is basically the guideline of proper moral conduct and professional behaviour while using the internet. It appeals to good manners and respect for others while participating in online forums, chatrooms, blogs, and so on. When followed properly, it would ensure that a spirit of innovation and optimism flourish, respect abounds, and no one would hide behind their keyboard and either disparage others or tarnish their names for the sake of it. It is a set of guidelines meant for users of the internet to be responsible.

REFERRENCES

Jonathan Bailey <https://www.turnitin.com/blog/plagiarism-and-programming-how-to-code-without-plagiarizing-2> (Accessed 18 Feb. 2021)

Definition of Netiquette <https://techterms.com/definition/netiquette> (Accessed 18 Feb. 2021)