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<div align="center">Copyright and Fair Use in Computer Science Morales</div>

Copyright is "the exclusive legal right, given to an originator or an assignee to print, publish, perform, film, or record literary, artistic, or musical material, and to authorize others to do the same" (Lexico). Whether a book, lines of code, or a program, the copyright owner can determine how to distribute the material. However, other people who do not own the copyrights can still draw ideas and concepts from the source utilizing Fair Use. Where the individual/company developer(s) that drew from the copyrighted material must change and add on to make it something else. In which all people must follow the license agreements, copyright distribution laws, and fair use policies in order to abide by the ACM and IEE Code of Ethics.

One license agreement that would work best for me would depend on my work. If I were making an open-sourced game where people could contribute ideas and code for a fun project, I would want an MIT or GNU GPL V3 license to allow people to distribute the program however they would like and make their adjustments. However, if I were working on a program for a company that does not want anyone to distribute the program, I would go with a more restrictive license or a proprietary license from the developing application. (Choosealicense)

When developing code and making a program, it is almost impossible not to use someone else's code. That code can be functions imported from packages or a solution found over the

internet. Nevertheless, we constantly use other people's code and ideas but rarely give them credit due to being in a package or programming library. For example, when we started programming in C++, we used iostream and iomanip to make our work easier and save time using what another person had developed. However, in an educational environment where students try to understand the fundamentals, it would be acceptable to use these. However, students should not use the internet and other forum websites as it ignores some of the challenges and does not allow the material to set in. In a work or business environment where the program will be used for monetary purposes or for other aspects that would assist in generating funds, the company or developers should need to give credit to the libraries and sources for their programs.

The ACM Code of Ethics section 1.5 states, "Computing professionals should therefore credit the creators of ideas, inventions, work, and artifacts, and respect copyrights, patents, trade secrets, license agreements, and other methods of protecting authors' works. "While the IEEE Code of Ethics section 1.3 states, "to avoid real or perceived conflicts of interest whenever possible, and to disclose them to affected parties when they do exist." So even if it is an idea, the creator of that idea should be credited or acknowledged. In addition, plagiarism is "to steal and pass off (the ideas or words of another) as your own … to use (another's production) without crediting the source." (plagiarism.com) However, stealing also goes against one of the Ten Commandments "You shall not steal." (Exodus 20:15, ESV). So, we need to follow the rules and laws under fair use and copyright laws so as not to be charged for possible theft.

Copyrights and fair use can be complicated to understand. Thus, ask a business's legal team or pursue a lawyer on this topic. However, they are there for a reason. Furthermore, those reasons prevent any and all forms of theft, either accidentally or purposefully.

Works Cited

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