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Computer Programming Lab, *Spring 2023*
Academic Honesty Policy

The *objective* of this document is to provide you with the guidelines for academic honesty. It is based on the following document by Harvard: https://goo.gl/XYPfbJ.

We recognize that interactions with classmates and others can facilitate understanding of the course's material and are beneficial for both parties while finalizing the project. However, there remains a line between asking others for help and submitting the work of another student. This document illustrates both sides of that line. It tells you what is considered "resonable" and what is considered unreasonable (cheating) when is comes to discussions with classmates and other teams.

The essence of all work that you submit to this course must be your own. Collaboration on the project code is not permitted except to the extent that you may ask classmates and others for help so long as that help does not reduce to another doing your work for you. Generally speaking, when asking for help, you may show your code to others, but you may not view theirs, so long as you and they respect this policy's other constraints.

Below are approximate rules of thumb that define reasonable and unreasonable ways for asking for help. If you are unsure whether some act is reasonable, do not do it.

Reasonable

- Communicating with classmates about the project and milestones in English (or some other spoken language).

- Discussing the course's material or abstract project details with others in order to understand it better.

- Helping a classmate identify a bug in his or her code, as by viewing, compiling, or running his or her code and giving pointer to the possible origins of the bug/problem.

- Incorporating snippets of code that you find online or elsewhere into your own code, provided that those snippets are not themselves direct solutions to required project functionalities and that you cite the snippets' origins.

- Searching the web or elsewhere for instruction beyond the course's own, for references, and for solutions to technical difficulties, but not for outright solutions of your own final project.

Unreasonable (Cheating)

- Paying or offering to pay an individual for work that you may submit as (part of) your own.

- Searching for or soliciting outright code to the project online or elsewhere.

- Asking a classmate to see his or her code before (re-)submitting your own.

- Giving or showing to a classmate your code when it is he or she, and not you, who is struggling to solve it.

- Providing or making available project code to individuals who are taking or might take this course in the future.

- Splitting a milestone or project part with another individual outside your team and combining your work.

- Submitting the code of your teammate(s) without having done anything in it or without understanding it.

- Submitting (after possibly modifying) the work of another individual.

- Viewing another's code and basing your own on it.

- Failing to cite (as with comments) the origins of code or techniques that you discover outside of the course's own lessons and integrate into your own work.