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Question1:

your uncle owns a sandwich shop. He asks you to write an inventory program for him. You are glad to help him and do not charge for the program. The program works pretty well, and you discover later that your uncle has given copies to several friends who also operate small food shops. Do you believe your uncle should have asked your permission to give away your program? Do you believe the other merchants should pay you for the copies? **[2 Marks]**

Answer:

computer program does not decrease the use and enjoyment any other person gets from his or her copy. This fundamental distinction between intellectual property and physical property is a key reason why copying is ethical in far more circumstances than taking physical property. However, most people who create intellectual property in entertainment, software, and so on, are doing so to earn income, not for the benefit of using their product themselves. If movie theaters and websites could show, or stream, copies of movies without paying for them, far fewer people and companies would invest money, time, energy, and creative effort in making movies. If search engines could scan any book and offer free downloads without an agreement with the publisher, publishers would probably not sell enough copies to cover costs; they would stop publishing. The value of intellectual property is not just the direct use and enjoyment one gets from a copy. Its value is also as a product offered to consumers to earn money. That is an aspect of the property that one can steal from the copyright holder. When people widely copy intellectual property without permission, they diminish the value of the work as an asset to the owner. That is why a lot of copying is wrong

Question2:

A political group organized a forum on its website to encourage people to post and comment on individual newspaper articles relevant to political issues of concern to the group. Other participants added their comments, and debate and discussion of the articles continued. Two newspapers sued, arguing that posting the articles violated their copyrights. Analyze the case. How do the fair use guidelines apply? Who should win? **[2 Marks]**

Answer:

The first major legal cases based on the DMCA involved the Content Scrambling System, or CSS, a protection scheme for movies. Three programmers, including 15- year-old Jon Johansen of Norway, wrote and distributed a program, called DeCSS, that defeated the scrambling.26 DeCSS could be used to create numerous unauthorized copies. But . Several Hollywood studios sued people who posted DeCSS on their websites. Attorneys in a prominent case argued that people could use DeCSS for fair uses, that banning it violated freedom of speech, and that programmers need to discuss computer code and techniques. None of these arguments mattered much. The judge ruled that DeCSS was illegal under the DMCA and ordered its removal from the Web.27 Soon after the decision, descriptions of DeCSS appeared on the Web in haiku, bar code, short movies, a song, a computer game, and art.28 Most of these publications of the code were protests of the judge's decision. the case win by DeCSS.

Question3:

During the 2008 presidential campaign, a graphic designer found a photo of Barack Obama on the Internet, modified it to look more like a graphic design, and made the very popular "Hope" campaign poster without credit to the photographer or permission from the Associated Press, which owns the photo. AP argued that the designer infringed AP's copyright and that the design, on sweatshirts, etc., produced hundreds of thousands of dollars in income. The designer claimed his use was a fair use. Using the fair use criteria, evaluate the claims. **[2 Marks]**

Answer:

The purpose and nature of the use, including whether it is for commercial purposes or nonprofit educational purposes. (Commercial use is less likely to be fair use.) Famous street artist Shephard Fairey developed the Hope poster at the time of President Obama's 1strun for the presidential election in the year 2008. This design fast became the symbol for campaign of Obama, technically independent about the campaign however with their approval. In the Jan 2009, photograph on that Fairey allegedly dependent design had been revealed through the Associated Press as single shot by AP freelancer Mannie Garcia having AP demanding compensation for their utilization in the Fairey's work. Fairey responded with defense of the fair utilization, claiming its work did not diminish value of actual photograph . advocate requiring ISPs to block access to designated infringing sites and requiring payment companies (e.g., Paypal and credit card companies) to stop processing payments to such sites. There is strong debate about how new stringent requirements would affect YouTube, search engines, Flickr, Twitter, and so on, as well as many small sites that do not have the staffs and expertise to comply. Critics of such requirements warn that the standards the industy uses to identify infringing sites are too.

Question4:

Describe a situation involving making a copy of a computer program or an entertainment file of some sort for which you think it is difficult to decide if the copying is ethical or not. Explain the reasons for the uncertainty **[2 Marks]**

Answer:

Many people who get their music, movies, or software from unauthorized sources realize they get "something for nothing." They benefit from the creativity and effort of others without paying for it. To most people , that seems wrong. On the other hand, much copying does not seem wrong. We explore some of the reasons and distinctions. Copying or distributing a song or computer program does not decrease the use and enjoyment any other person gets from his or her copy. This fundamental distinction between intellectual property and physical property is a key reason why copying is ethical in far more circumstances than taking physical property. How ever, most people who create intellectual property in entertainment, software, and so on, are doing so to earn income, not for the benefit of using their product themselves. People who copy for personal use or distribute works of others without charge usually do not profit financially. Personal use is, reasonably, more likely to be fair use (both ethically and legally) than is commercial use, but is personal use always fair? Is financial gain always relevant? In some contexts, a profit motive, or financial gain, is a factor in concluding that an activity is wrong.

Question5:

Service Consultants, a software support company, provides software maintenance service to customers of a software vendor. Service Consultants copied the vendor's program, not to resell the software but to provide service for clients. The vendor sued, and the service company argued that the copying was a fair use. Give arguments for each side. Which side do you think should win? Why? **[2 Marks]**

Answer:

software companies encoded an expiration date in free sample versions of software; the software destroyed itself after that date. Some expensive business software included a hardware dongle, a device that the purchaser has to plug into a port on the computer so that the software will run, thus ensuring that the software runs on only Via both lawsuits and lobbying, the intellectual property industries have delayed, restricted, or prevented services, devices, technologies ,and software that make copying easy and that people are likely to use widely in ways that infringe copyrights, although they also have many legal uses . The technology for consumer CD-recording devices for music was available in 1988, but lawsuits filed by record companies delayed its introduction. A group of companies, including a television network and the Walt Disney Company, sued the makers of digital video recording machines that store TV program sand can skip commercials. The movie and record industries delayed introduction of DVD players by threatening to sue companies that make them if consumers could copy movies on the devices.