/*
 * Assignment #: 3
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 * Lecture: Mondays, Wednesdays, and Fridays, 11:15 AM –12:05 PM
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1.) *"PUBLIC – Software engineers shall act consistently with the public interest."*
- Software engineers should only make software if it's going to be helpful to the public. We shouldn't make software that will harm the public
    - Example: A software engineer knew that the final codebase he made for a software product had code that would make it easy for hackers to get data about users that use the software and didn't do anything to fix the problem. This violates this rule.

2.) *"CLIENT AND EMPLOYER – Software engineers shall act in a manner that is in the best interests of their client and employer consistent with the public interest."*
- Software engineers should always follow what their clients and employers are wanting for them to do, as they are working for them. But also know and ensure that the software they are helping to make for their employer should also not harm the public in any way.
    - Example: A software engineer made software for their boss, but the software will be used to spy on people and take their data of people without their consent, this violates this rule.

3.) "PRODUCT – Software engineers shall ensure that their products and related modifications meet the highest professional standards possible."
- Software engineers should ensure that when they are making software for someone, they are ensuring the software meets all the standards when it comes to security and other development ethics so that the software doesn't put the client and software users at risk of any danger.
    - Example: A software engineer made software that the client wants to use that will be used to hack into other people's devices and take their passwords from them, this violates this rule.

4.) "MANAGEMENT – Software engineering managers and leaders shall subscribe to and promote an ethical approach to the management of software development and maintenance."
   - Software engineering managers shouldn't promote their workers to take part in unethical practices when it comes to software development. Like offering extra money to their workers that are willing to help develop a website that will take users data in the background when the user visits the website.
      - Example: A software engineering manager pays overtime for his workers to take part in a project that will take passwords from users that use the software.

5.) "SELF – Software engineers shall participate in lifelong learning regarding the practice of their profession and shall promote an ethical approach to the practice of the profession."
   - Software engineers shouldn't just take part in ethical developments for a week. They should always be doing ethical development and ensuring that the software they are helping to develop is helping the public and not hurting it.
      - Example: A software engineer is ethical for only a week into his work and then after that makes software that harms the public. This would violate this rule.