Section 1: Theory supported by code samples (50%, 1400 words plus code samples)

Evidence for learning outcome: *Demonstrate critical understanding of the theory and application of advanced programming technique*s; *Design and implement programs for real world problems*.

Section 2: Design decisions supported by code samples (40% 1200 words plus code samples)

Evidence for learning outcome: *Communicate design decisions for the selection, storage and manipulation of data; Design and implement programs for real world problems*.

Section 3: Reflection on the ethics, moral and legal aspects (10% 400 words)

Evidence for learning outcome: *Critically evaluate the legal and ethical impact of software developments within real world contexts.*

1. [10 marks] Reflect on the ethics, moral and legal aspects of computing as discussed in the module and respond to the following statement (400 words maximum):

“Software engineers should not be subject to regulation by a central body as this would have a detrimental impact on innovation. It would also add needless bureaucracy around the development of essential security updates and patches thus putting organisations and their data at risk.”

<https://spectrum.ieee.org/vw-scandal-shocking-but-not-surprising-ethicists-say>

<https://www.researchgate.net/publication/277817334_Professional_Ethics_of_Software_Engineers_An_Ethical_Framework>

* demonstrate an awareness of the moral, ethical and legal issues that can arise from innovations in computer science
* demonstrate an awareness of the impact of computer science innovations on environmental, social, economic and education contexts
* identify and present with supporting evidence opposing perspectives on challenging issues currently faced by the field of computer science