

Referencing code in your group projects

Writing code is similar to academic writing in that **when you use or adapt code developed by someone else as part of your project, you must cite your source**. However, instead of quoting or paraphrasing a source, you include an inline comment in the code. These comments not only ensure you are giving proper credit, but help with code understanding and debugging.

When should I cite a source in my code?

- When you copy code from an external source. Whether you are copying a snippet of code or an entire module, you should credit the source.
- When you copy the code and adapt it, you should still credit the source. You were not the original developer of the code.

How should I cite the code?

- Generally, the URL and the date of retrieval are sufficient. Add more details if it will help the reader get a clearer understanding of the source.
- If you adapted the code, you should indicate “Adapted from:” or “Based on” so it is understood that you modified the code.

(Massachusetts Institute of Technology, 2012)

Students failing in citing copied work may sustain reduced grades, failing the course and/or disciplinary action.

See next page for examples

Example 1. If you include an entire javascript or css library/framework make sure you don't edit out the information already in the original file:

Here's an example from the jQuery file header:

```
/*! jQuery v3.1.0 | (c) jQuery Foundation | jquery.org/license */
```

Here's an example from Daniel Eden's Animate.css

```
/*!  
 * animate.css -http://daneden.me/animate  
 * Version - 3.5.1  
 * Licensed under the MIT license - http://opensource.org/licenses/MIT  
 *  
 * Copyright (c) 2016 Daniel Eden  
 */
```

If there is no such licence information see next example.

2. If you use a code snippet from another source or if a friend (not part of your group) helps you coding a section, here are a couple of examples on how to reference that:

```
/* The following 7 lines code was adapted from a post at:  
http://stackoverflow.com/questions/31456273/calculate-my-speed-with-  
geolocation-api-javascript Accessed: 2016-09-20 */
```

```
function calculateSpeed(t1, lat1, lng1, t2, lat2, lng2) {  
  if (typeof(Number.prototype.toRad) === "undefined") {  
    Number.prototype.toRad = function() {  
      return this * Math.PI / 180;  
    }  
  }  
}
```

Or if a friend, not part of your group helped you:

```
/* The following 8 lines of code was added by courtesy of Jonas Karlsson */
```

```
btn.addEventListener("click",function(){  
  ctx.drawImage(video,0, 0, 500, 300);  
  //window.location=ctx.canvas.toDataURL("image/png");  
});  
video.addEventListener("loadeddata", function(){  
  video.muted=true;  
  video.play();  
})
```

Works Cited

Massachusetts Institute of Technology, 2012. *Writing Code, Academic Integrity at MIT*.
[Online]

Available at: <https://integrity.mit.edu/handbook/writing-code>
[Accessed 20 09 2016].