**Lesson 2 – Every Bit of the Internet**

**\*\*Instructions:** Please change the text color of your responses to red text. Please organize the endings to each page.

**ACTIVITY 2.2.6 – A GUI Situation**

STEP 5: Consider the following scenario: you created a software program and you wanted to make it look more appealing, so just like you found a button image on the internet to make your GUI look better, you improved the looks of your software using images you found on the internet. You sold your software and now are being sued for *copyright* infringement. According to Copyright.gov, using an image without permission means you might face paying statutory damages up to $150,000, or even more in the event that the copyright owner can prove that you made more than that based on your use of the images. In this situation, what might you have done differently to avoid these consequences?

| I could have asked for permission to use the image first, and, if I did not receive it, I could have looked for another image in the public domain, such as one under a creative commons license. If I didn’t find a suitable one in the public domain, I could have hired someone to create an image that I could use, which would still be cheaper than paying legal fees. |
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STEP 6: Use the internet to find all six different licenses and restate them here in your own words. Then answer the questions to reinforce your understanding.

| CC BY | Other people can use your work, both commercially and non-commercially, as long as credit is given. (Least restrictive) |
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| CC BY-SA | Other people can use your work, both commercially and non-commercially, as long as credit is given and their work is also licensed under CC-BY-SA. |
| CC BY-ND | Other people can use your work, both commercially and non-commercially, as long as credit is given and it is not distributed after being adapted. |
| CC BY-NC | Other people can use your work, but only non-commercially, as long as credit is given. They do not have to license their derivative under the same terms. |
| CC BY-NC-SA | Other people can use your work, but only non-commercially, as long as credit is given and their work is also licensed under CC BY-NC-SA |
| CC BY-NC-ND | Other people can download and share your work as long as credit is given, but cannot change it or use it commercially. (Most restrictive) |

**Code and Plagiarism**

One of the most important lessons you can learn about programming is that you shouldn’t reinvent the wheel. Luckily, there are legal, ethical ways to repurpose code to suit your needs. For example, standard Libraries of code exist in every programming language to suit a wide variety of needs. When a person uses another’s creative work (including code) without authorization or appropriate compensation, there can be extreme legal consequences

Use the internet to find out what these consequences are.

| Plagiarism can lead to legal action and charges of copyright infringement or fraud. |
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Search the internet to find out how colleges or universities near you, or ones that you're interested in, handle plagiarism of code. Keywords and phrases you might use in a search include “academic honesty,” “academic dishonesty,” “plagiarism,” “code similarity,” “Measure Of Software Similarity,” or “honor council.” Compare your findings to the way that your high school teacher treats code plagiarism. Are the consequences lighter or more severe?

| [At CSUDH,](https://www.csudh.edu/university-catalog/2015-16/general-information/academic-integrity/) plagiarism can cause the plagiariser to get a failing grade, as well as other disciplinary measures. [At CAMS,](https://lbcams.schoolloop.com/file/1500178971796/1500709748459/890265466792625989.pdf) the consequences are mostly the same, with plagiarisers receiving a failing grade and having their plagiarism documented in their disciplinary history, although parents will also be informed, through a phone call or parent conference. |
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STEP 12: Open Access is similar to but different from FOSS. Use the internet to learn more and compare and contrast the two.

| FOSS | Open Access |
| --- | --- |
| - Only applies to software  - Source code must be publicly available  - Software must be free to download  - Can be changed, used, examined, etc.  - E.g.: VLC, Audacity, Git, Linux Kernel | - Can apply to things other than software  - The consumer does not have to pay to access, so it is technically free to access.  - Usually applied to journals, papers, etc. |

CONCLUSION

How does piracy influence the quality and/or variety of creative works available in society?

| On one hand, piracy increases the access to creative works in society, allowing individuals that otherwise would have not been able to view the work to view it, which can increase the amount of exposure to the subject in society as a whole. On the other hand, piracy decreases a person’s ability to profit off of their works, as individuals may choose to pirate, rather than buy, the work, which may cause the creator to go out of business. |
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How does copyright protection influence the quality and/or variety of creative works available in society?

| Copyright protection allows creators to make sure that they are compensated for their work, which is important in encouraging people to create creative works, as otherwise there is no monetary incentive to. Additionally, creators can still choose to have their works be put in the public domain, and after a certain amount of time, their works will still be put in the public domain regardless, allowing the public to build on and benefit off of the work after the creator is able to make a profit off of it. However, this is sometimes abused by corporations to never allow a work to enter the public domain, such as in the case of the Disney company, which has held onto many copyrights long after Walt Disney’s death. |
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