UAB COLLEGE OF ARTS AND SCIENCES
The University of Alabama at Birmingham

Department of Computer Science

Independent Completion Form

I DINESH MOOD declare that I have completed this assignment completely and entirely on my own, without any consultation with others. I have read the UAB Academic Honor Code and understand that any breach of the Honor Code may result in severe penalties.

Student signature/initials: M
Date: 10/30/2022

Honor Code

I have attached an abbreviated copy of the UAB Academic Honor Code. Please read it carefully. The honor code applies to all aspects of the course. You may refer to the full UAB Academic Honor Code at:
http://www.uab.edu/students/one-stop/policies/academic-honor-code
strike 1: 0 on the homework or exam;
strike 2: likely F in the course;
strike 3: elevation of the case to the school level, where expulsion is considered.
Honor violations become part of your CS record, and accumulate across all CS courses.Computer scientists need to be held to an even higher standard of ethics in their professional work, since they often have additional ethical responsibility and the impact of poor ethical choices is huge in computer science. I encourage you to take a look at the ACM Code of Ethics: https://www.acm.org/about-acm/acm-code-of-ethics-and-professional-conduct
Homework is to be solved alone. Violations will be addressed by the honor code policy below, and are rigorously enforced. Coding up more problems than those assigned on homework is recommended, and those non-homework exercises may be done together with other students.

The UAB Academic Honor Code UAB expects all members of its academic community to function according to the highest ethical and professional standards. Students, faculty, and the administration of the institution must be involved to ensure this quality of academic conduct. Academic misconduct undermines the purpose of education. Such behavior is a serious violation of the trust that must exist among faculty and students for a university to nurture

intellectual growth and development. Academic misconduct can generally be defined as all acts of dishonesty in an academic or related matter. Academic dishonesty includes, but is not limited to, the following categories of behavior:

ABETTING is helping another student commit an act of academic dishonesty. Allowing someone to copy your quiz answers or use your work as their own are examples of abetting.
CHEATING is the unauthorized use or attempted use of unauthorized materials, information, study aids, the work of others, or computer-related information.
PLAGIARISM means claiming as your own the ideas, words, data, computer programs, creative compositions, artwork, etc., done by someone else. Examples include improper citation of referenced works, the use of commercially available scholarly papers, failure to cite sources, or copying another person's ideas.
FABRICATION means presenting falsified data, citations, or quotations as genuine.
MISREPRESENTATION is falsification, alteration, or the misstatement of the contents of documents, academic work, or other materials related to academic matters, including work substantially done for one class as work done for another without receiving prior approval from the instructor.
Violations of the UAB Academic Honor Code are punishable by a range of penalties, from receiving a failing grade on an assignment to an F in the course to dismissal. Any course grade of F for academic misconduct supersedes any other grade or notation for that class. Withdrawal from a course while a possible violation of the Academic Honor Code is under review will not preclude the assignment of a course grade that appropriately reflects the student's performance prior to withdrawal if the violation is substantiated.

UAB Computer Science Honor Code

Version: Summer 2018

In addition to the standard UAB honor code, the Department of Computer Science maintains an additional policy to take into account specifics unique to Computer Science. The policy is premised on two simple statements:

1. Do not submit, look at, modify, or talk about code that is not your own.
2. Do not give, share, or speak specifics about your code to others.

Do not submit, look at, modify, or talk about code that is not your own. Many Computer Science submissions can be viewed as a mix between prose and mathematics. While most programming assignments will have a clear correct answer in terms of output or functionality, there are often numerous potential implementations that meet the requirements. I.e., there is unlikely to be one single answer, and instead the challenge is in discovering and implementing your particular solution. While making use of information resources like the Web and discussing problems with your colleagues is a crucial skill for the practicing Computer Scientist, the goal of your assignments is to ensure that you have the capacity to solve problems yourself. To this end, a simple rule of thumb is that you should never look at or discuss anyone else's code. To the extent of the department's ability, programming assignments will be solvable by using only official documentation sources (e.g., docs.python.org, JavaDocs), class lectures, and labs. If you have questions to clarify the problem, the faculty and TAs are available in their office hours to answer these questions. While we do not discourage the use of external informational material for learning classroom material, when it comes to assignments, you should not seek out, discuss, or make use of code from any other source besides yourself.

To this end, the department will regularly check your submissions for plagiarism with either automated tools or manual examination.

Consider the following example scenarios:

An assignment tasks you to write a Java program that opens a file and saves a serialized version of a custom object to disk.

- Looking at StackOverflow for "how to serialize an object to disk with Java" would be considered cheating.
- Looking over your friend's shoulder while they write code would be considered cheating.
- Discussing the problem with the TA would not be considered cheating.
- Reading through the official JavaDocs or text book to figure things out would not be considered cheating.

An assignment tasks you to write a both a recursive and iterative implementation of a Fibonacci sequence generator in Python.

- Talking to your friend about the meaning of recursion in general, and reviewing the class notes about recursion together, would not be cheating
- Talking to your friend about what type of loop to use in the iterative implementation of this Fibonacci problem would be considered cheating.
- If after implementing both versions and discovering the iterative version gives incorrect results, Googling for an iterative solution to help debug would be considered cheating.
- Reading the Wikipedia page about Fibonacci numbers (assuming that there is no code present, which is true at the time of this writing) would not be considered cheating.
- Using lecture notes or other officially sanctioned class materials, even if they work out your solution would not be considered cheating.

Do not give, share, or discuss specifics about your code to others.

Just as you should not use others' work, you are responsible for ensuring that you do not enable the improper use of your own work.

Consider the following scenario:

Your friend asks for help on some tricky bit of an assignment.

- If you send your friend a copy of the code, let them look at the code on your screen, or even discuss specifics of the actual lines of code you wrote, it would be considered cheating.
- If you point your friend to the direction of the officially sanctioned materials you used for your solution, it would not be considered cheating.