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<div align="center">Copyrights</div>

In the United States, copyright is defined as a " form of protection provided by the laws of the United States to authors of 'original works of authorship.' This includes literary, dramatic, musical, artistic and certain other creative works ". The purpose of the copyright is to keep someone's work safe from someone claiming it or using it for something that it was not intended for. In the United States, every program or code that has a fixed in a tangible medium receives copyright protection. Copyright protection does not cover the idea behind the code or the purpose of it. It can only prevent the usage of someone using the code without permission. Due to this issue many people can are able to take someone's idea to change it slightly to where they would not be accused of copyright infringement and claim it to be their own (Definition of a Copyright).

Due to copyrights not fully protecting code/programs, many companies use licensing agreements to protect their code and the usage of it. When a person or a company is allowing another party to use their code they create a licensing agreement that is a legal document that usually states how the second party will use the code and what restrictions the first party has on the code. If I were to use any type of licensing agreement I would choose the copyleft agreement. Using this type of agreement would allow for others to see my code and if they can make it better, but since they would be restricted from seeing some of the code they would not be able to steal and use the code for themselves. Some circumstances that I would have in the agreement

would deal if at anypoint it caused someone's life to be in serious danger I would allow for

alterations of the code to be made. I would also include that if any alterations were made to the

code then I would now become a partial owner of the newly altered code(5 Types of Software).

In my opinion, it is the programmer's responsibility to do what is ethically correct and not

steal code without permission from the owner. Programmers have available resources such as the

Association for Computing Machinery's Ethics Code, it states multiple different of what is

considered to be ethical in the computer industry to help guide their decisions. In section 1.5 of the

ethics code, it states that no one should claim any publicly available code as their own. When

using the code found from the internet the programmer must site the code they use and not to claim

it as their own. Using code that is available to the public to create a program the will eventually

create a profit is similar to someone building half of a house and another person building the other

half and talking all of the credit for it. In section 1.3 it also states that a computer professional is

supposed to be honest and trustworthy. (ACM Ethics). In Exodus 22:7 it state "If anyone gives a

neighbor silver or goods for safekeeping and they are stolen from the neighbor's house, the thief, if

caught, must pay back double."(Exodus 22:7). When applying this Bible verse towards computing,

if someone were to take code that does not belong to them and they get caught, they will most

likely be fined and have to pay the owner more than what the code is worth.

In conclusion, it is important to claim only the code that you have created. It could cause

much loss for not only the creator but for a programmer that claimed it as their own. Not only

would taking code that you did not create cause the possibility of being charged with a lot of

money but it could ruin the trust of other professionals.

Works Cited

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