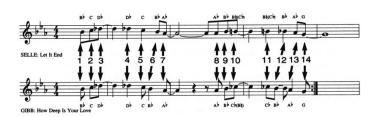


Academic Honesty

- Anything you submit must be of your own work.
 - You may discuss general ideas, but may not share code in any way.
- Lack of knowledge of the academic honesty policy is not a reasonable explanation for a violation.
- Questions related to the academic honesty policy should be directed to the instructor.



Plagiarism in Music



- A program is like a creative piece of art.
- Every programmer, even a beginner, has his own coding style.
- Please be aware that forensic analysis can easily catch plagiarism.



Programming is a Creative Work

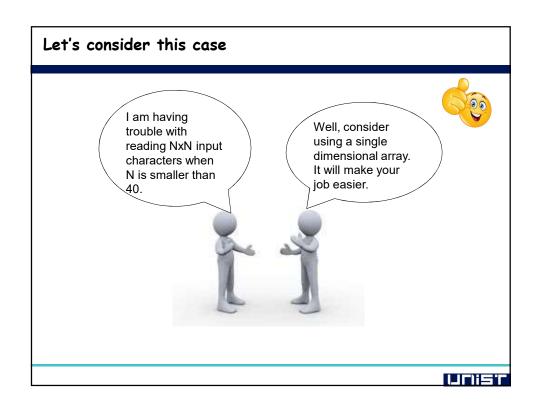
What you learn from programming classes is similar to learning "how to assemble Lego blocks".

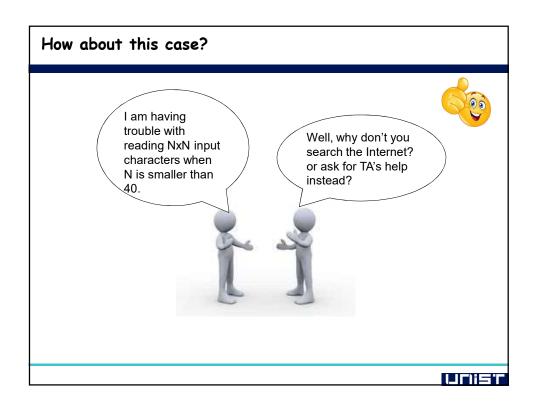


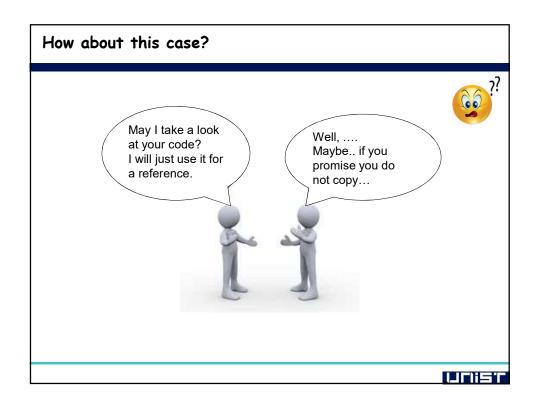
- In programming assignments, you will be asked to build a small piece of art.
 - Assignments will not ask for more than what you can do.
- ▼ Imagine you are asked to build a Lego house!
 - You need to come up with an idea how to put together Lego blocks to build a house.

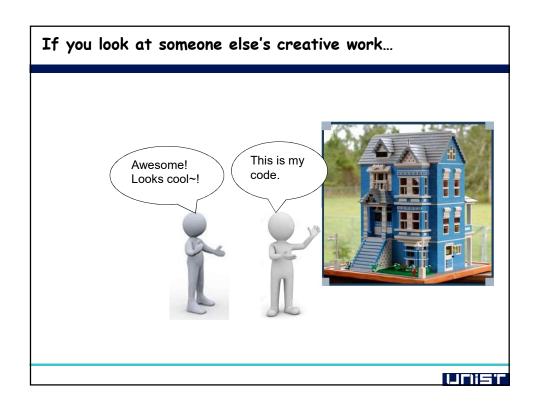


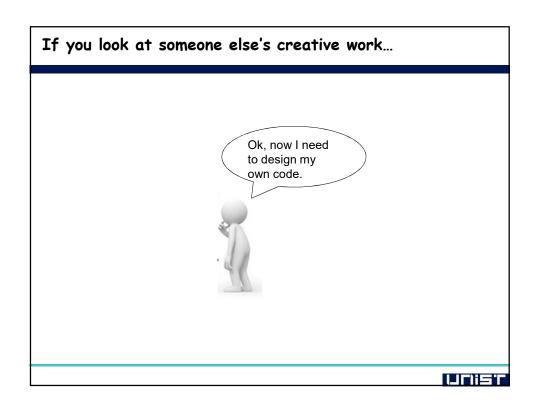




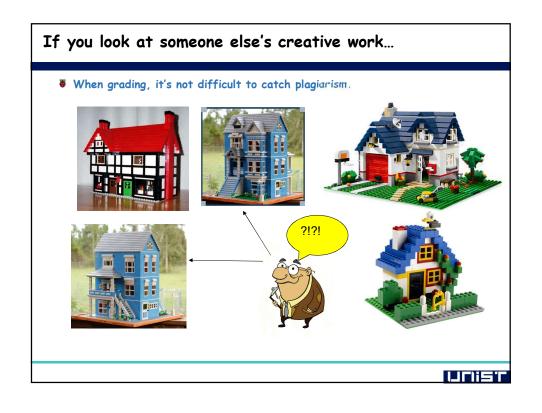


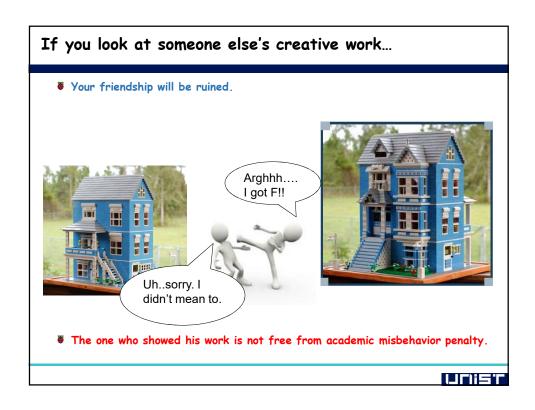


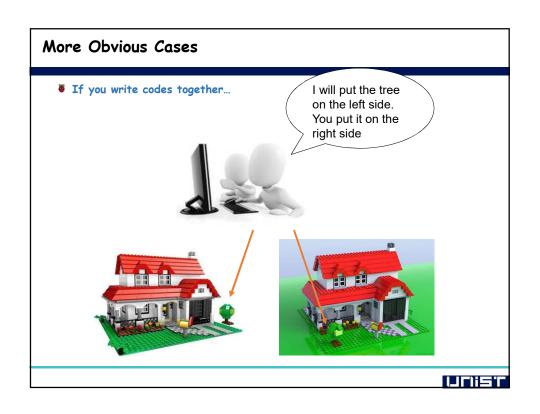


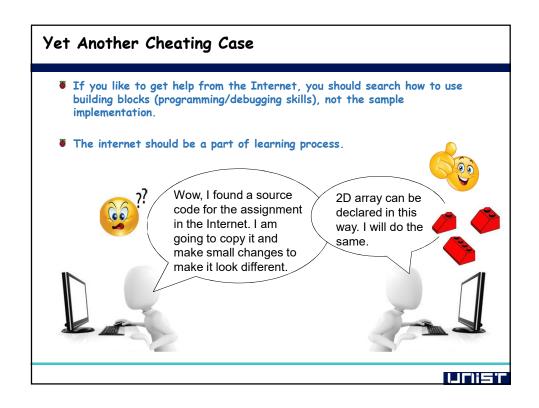


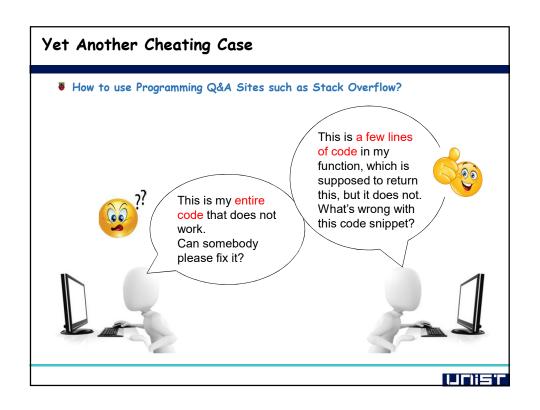












Rule 1

- You must not use nor look at solutions/codes that are not your own
 - Do not even think about looking
 - No internet search
 - Do not ask help with showing your code
 - Do not ask to debug your code



Rule II

- · Do not share your solution with others
 - No showing to others
 - Even with your family
 - No internet posting
 - Do not leave your solution/code on public computer

 - Empty trash foldersChange your password from default one



Rule III

- · Indicate if you get assistant from others
- Indicate in the report & code
- e.g. "I discussed the approach used for sorting numbers in the sortNumbers ()
 method with David"



Rule IV

- · Do not use your previous work
 - Solutions/code from your past classes is self-plagiarism even though it is your own work
 - Do not use any specific programming/algorithmic template you acquired from the pr evious training
 - This may make code/solution identical with others who took the same training
 - Write your code <u>from scratch</u> for this class



Collaboration Guideline

- Discussion of material covered during lecture, problem sessions, or in handouts
- · Discussion of the requirements of an assignment
- Discussion of the use of tools or development environments
- · Discussion of general approaches to solving problems, coding, and debugging
 - But debugging code for someone else is not allowed
- Discussion between a student and a TA or instructor for the course



Summary

- · What is cheating?
 - Copying another student's solution (or one from the Internet)
 - Allowing another student to copy your solution
- · What is NOT cheating?
 - Helping others use systems or tools
 - Helping others with high-level design issues



Cheating Consequences

- · If you cheat

 - You will get F (zero tolerance)
 Both (cheater & provider) will be punished
 - No exception, so do not cheat

