



EE450 Project: Plagiarism-I

Project Assigned on: 2/7/23

Hard Deadline: 4/23/23

- **You can** discuss socket implementation details with your peers (issues with send(),recv(),bind(), getaddrinfo() and other similar functions) **You must not** discuss project implementation details with your peers(code flow, functional implementation etc.)
- **You can** refer any online sources for your implementation (GitHub Repositories, stackoverflow) with proper citations. When you are referring to online sources, you should look at the source code, understand it, close the source and then implement it in your project. **Do not** copy-paste any piece of code into your project from an online source(you are allowed to do it from Beej's Guide)
- If you are planning to use GitHub/ Bitbucket for version control, **do not** create a public repository with your project code. (You can make the repository public after the deadline)



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- ChatGPT: The same rules which apply to online sources apply to ChatGPT as well.
- **You must** properly cite your sources in the README file
- If you are unsure on whether what constitutes plagiarism or not, contact any of the TAs during office hours to get clarifications, **not knowing whether what you did is plagiarism or not is NOT an excuse**
- Piazza: We encourage the students to post on Piazza about their doubts on the project document and socket implementation issues. This will help other students as well. If there are any updates to the project document, it will be posted on Piazza. It is in the student's best interest to check piazza regularly for any updates regarding the project
- The TAs will perform plagiarism checks on your code