09. COMPUTER ETHICS

Exercise Corner

A. Multiple Choice Questions:

- 1. <u>Intellectual</u> property rights protect any property of human intellect, usually by copyright.
- 2. <u>Privacy</u> is a basic human right in a progressive society.
- 3. A <u>cookie</u> is an electronic test file that a website places on your computer, when you visit it.
- 4. Software that secretly collects information about users, their surfing habits and/or their computer habits is called spyware.
- 5. A cracker is a hacker who breaks into a computer system for personal gains.

B. Fill in the blanks:

- 1. <u>Spyware</u> may track websites visited by you and use this information to build a profile about your activities.
- 2. Computer <u>Ethics</u> deal with the procedures, values and practices that govern the process of consuming computing technologies.
- 3. Computer <u>viruses</u> are small programs that disrupt other people's computer work by destroying their files.
- 4. Software <u>piracy</u> refers to the illegal copying and distribution of commercial copyrighted software without paying for it.
- 5. A <u>hacker</u> is someone with a strong interest in how things work.

C. Write True or False:

- 1. Spam are unwanted bulk e-mails that come from strange sources. True
- 2. Hacking a system to break and bypass the authorization is ethical. False
- 3. We should not download pirated software. True
- 4. Web bugs is the act of sending an e-mail to a user while falsely claiming to be an established legitimate enterprise. False
- 5. Forgery is a type of computer crime. True

D. Write one word for the following:

- 1. The act of copying someone else's work and publishing it as our own. Plagiarism*
- 2. A legal right granted by law to the creator for his original work. Copyright
- 3. Unwanted bulk e-mails that come from strange sources. Spamming
- 4. Set of moral principles that governs the behavior of a group or an individual. Computer Ethics

E. Answer the following question:

1. What is computer ethics?

Ans. Those set of moral principles that regulate the use of computers are known as Computer Ethics. Computer ethics deal with the procedures values and practices that govern the process of consuming computing technology.

2. Write any five rules that should be followed while using a computer.

Ans. Five rules that should be followed while using a computer are:

- i) We should not use a computer to harm other people.
- ii) We should not interfere with other people's computer network.
- iii) We should not snoop around in other people's files.

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- iv) We should not use a computer to steal.
- v) We should not use a computer to bear false witness.
- 3. Define the following:
 - a. Plagiarism*

Ans. Plagiarism is the act of copying someone else's work and publishing it as our own.

b. Cyberbullying

Ans. Cyberbullying is bullying that takes place over digital devices where people can view, participate in or share content.

c. Phishing

Ans. Phishing is the act of sending an e-mail to a user while falsely claiming to be an established legitimate enterprise.

d. Spamming

Ans. Spam are unwanted bulk e-mails that come from strange source. Spams are generally sent in large numbers for commercial advertising.

4. Write a note on cybercrime.

Ans. Cybercrime refers to criminal activity where a computer or network is the source, tool, target or place of a crime. Cybercrime can be defined as a criminal activity involving any of the following:

- Illegal access
- Illegal transmission of data to, from or within a computer network
- Unauthorized deletion or alteration of data
- Interfering with the functioning of a computer system
- Misuse of devices
- Forgery
- Electronic fraud
- 5. Explain the categories of Intellectual Property Rights.

Ans. Intellectual Property Rights are divided into the following two categories:

Industrial Property: Inventions (patents), trademarks, industrial designs, etc.

Copyrighted Property: Literary and artistic creations and technology-based works, etc.

Note: The question OR answer with (*) represents that there is no such thing in the book... All these answers are done with the help of generative results of Gamer In© Al

Acknowledgement: All these answers are from books and AI. These are made with much efforts.

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