CS 360 Collaboration Policy

Assignments in CS 360 fall into one of two categories: homework, which must be completed individually, and projects, which may be completed in consultation with 1–2 other students. Each assignment is clearly marked so that you will know whether it is a homework or a project.

Homework is designed to reinforce key concepts and typically consists of a small number of programming exercises that each required 1–10 lines of code. Completing these exercises on your own in the best way to learn.

Projects are more challenging, and brainstorming approaches and design are key parts of completing projects. We encourage you to work with 1–2 other students, but you must be involved in **all aspects** of a project, submit your own, original code, and write up your results separately. It is not acceptable for students working together to turn in the same file, and you must always acknowledge collaborators (you may do so in your `README.md` file). The point of a project is not to split the work so that each student learns half (or a third) of the material, but to collaborate so every students learns all the material more effectively.

The following actions are always acceptable:

1. Using starter code given as part of the assignment.
2. Using code written by the instructor in lecture, office hours, or in a Piazza post.
3. Obtaining help on a problem from the instructors, a TA, or a CA.
4. Discussing concepts related to homework problems.

The following are **always prohibited and will be treated as instances of academic misconduct**:

1. Obtaining code from a web site, a book that is not a course text (SICP or PIH), or another student, whether or not that student is taking CS 360 this term.
2. Sharing your solution with another student.
3. **Obtaining a solution** from an external source or another student (who is not a collaborator). For example, asking another student how to solve a homework problem is a violation of the academic honesty policy even if that student only explains to you how to solve the problem in English without providing any code.
4. Failing to list a collaborator on a project.
5. Submitting a common solution for a project. Even if you acknowledge your collaborator(s), this is an inappropriate collaboration because you did not write your own implementation.

To further clarify, here are two collaboration scenarios, one good and one bad.[1]

Here is an example scenario of how a good collaboration might work:

[1] These scenarios are adapted from the MIT 6.001 Policy on Collaborative Work.

> Both (all) of you sit down with pencil and paper and together plan how you're going to solve and test things. You go together to a cluster and sit at adjacent machines. You check after each problem to make sure that the others have working implementations and are all caught up. When one of you has a problem, the others look over your shoulder. For example, your partner has a bug on one part, and you are able to point out where the bug is and how to fix it. On each part of the problem, you write your own code and solution, seeking help from the others when you have difficulties. On the write-up, each of you lists the names of all of your collaborators.

Here is an example of an inappropriate collaboration:

> You send your friend a copy of your code so far. She works on it to complete the procedure you had not finished, and she fixes a bug in another procedure. You each submit this shared code and solution. Even though you list the names of each other as collaborators, this is inappropriate collaboration because you were not both involved in all aspects of the work—you did not each write your own implementation even if to a common plan, and you shared a common set of code and write-up.

If you have any doubts about whether or not something is permissible, ask.

Please sign below to indicate you understand the CS 360 collaboration policy. The signed form should be submitted as part of Homework 0.

Signature:  Date: 1/15/2021