Referencing and Plagiarism in Programming Assignments Bachelor of Information Technology

Introduction
This document supplements the general information about referencing and plagiarism provided by RMIT. It tries to help avoid plagiarism in programming assignments by providing specific information and guidelines. The general information can be found in the "Uni. Learning Skills Unit" shell on Blackboard.

What are Plagiarism and Enabling Plagiarism?
Plagiarism is a form of cheating in assessment. It is the presentation of the work, idea or creation of another person, without appropriate referencing, as though it is your own. Plagiarism may occur in oral, written or visual presentations, including programming code.

"Work, idea or creation" includes, but is not limited to, text, sounds, images, algorithms, programming codes, programming libraries (in source or binary form), diagrams, models, and frameworks.

The use of another person's work, idea, or creation must be acknowledged through the appropriate referencing methods. If you do not acknowledge the sources from which you have drawn material, you may be accused of plagiarism.

Enabling Plagiarism is allowing your work to be plagiarised by another student, and is an equally serious disciplinary offence. You are responsible for the security of your work. You should not send it to others. If you post it on forums, others may take it and you risk being charged.

How to Reference in the context of programming assignments?
Any third party works that are used to complete programming assignments must be acknowledged. Students are required to:

1) Include a NOTICE or NOTICE.TXT file in the top directory of the source tree, identifying the student(s), and referencing the third party works used.

2) Include a header at the top of each source file identifying the student(s) and referring to the NOTICE file.

Example NOTICE files are provided in the appendices.

Acknowledgements: the NOTICE file
The NOTICE file should have a header with the following text, appropriately modified for the specific assignment:

```
[Assignment Title]
[Assignment number, COURSE CODE Course Name]
Copyright [yyyy] [Student ID(s), Student Name(s)]
RMIT International University Vietnam

This assignment includes software developed by the above mentioned
student(s.)
```

In addition, the NOTICE file should include a list of acknowledgements, and each acknowledgement should include a link or citation to the original source.

Each third party resource you use must be acknowledged. Acknowledgements include any kind of "work, idea or creation", but this commonly includes: example code provided by the lecturer, implementations of algorithms, external libraries, free clipart, free sound files, and photos.

The following is an example:

> This software uses the TableLayout library package, which is open source software, written by and copyright 2001 Daniel Barbalace. This package can be redistributed free of charge in unmodified binary form. The original software is available from
> https://tablelayout.dev.java.net/

Acknowledgements: the header of each source file

Each source file should have a header with the following text, appropriately modified for the specific file and programming language:

```
/* [filename.ext]
 * [Assignment Title]
 * [Assignment number, COURSE CODE Course Name]
 * RMIT International University Vietnam
 *
 * Copyright [yyyy] [Student Name(s) (Student ID(s))]
 *
 * Refer to the NOTICE file in the root of the source tree for
 * acknowledgements of third party works used in this software.
 *
 * Date created: [day month year]
 * Date last modified: [day month year]
 */
```

What is allowed?

Below is a list of third party resources that are allowed to be used for completing programming assignments. You must add an acknowledgement to the NOTICE file for each resource that you use. Note that the specific assignment you work on may provide further restrictions or relaxations of the below rules. In case of doubt, talk to your lecturer.

Material provided by the lecturer for this course – including code examples, algorithms, and libraries are allowed to be used. Materials provided by lecturers for other courses may not be used.

Algorithms, data structures, and design patterns – contained in standard libraries are allowed to be used without explicit acknowledgement. However, if you make your own implementation of an algorithm, data structure, or design pattern, based on someone else's work, you have to add an acknowledgement to the NOTICE file. If you obtain source code that implements an algorithm, data structure, or design pattern, you have to add an acknowledgement to the NOTICE file.

Code snippets that do not resemble a whole algorithm – are allowed to be used, however the code snippets and the comments have to be adapted, and you have to add an acknowledgment to the NOTICE file. If the code snippet is modified so greatly that it does not resemble the original anymore, you do not need to acknowledge it.

External programming libraries – are allowed to be used unless the specific assignment forbids this. Examples are third party layout managers, JQuery/JQuery plugins, C/C++ libraries such as libcurl, etc. Standard libraries (e.g. the ones that come with Visual Studio and the JDK), do not have to be acknowledged.

Designs of user interfaces (i.e. concepts, layout, and navigation) – are generally allowed to be used, unless the assignment specifically asks you to design a user interface. However, you should write the source code and provide other resource files yourself.

Images, photos, and sounds – are allowed to be used in assignments if they are released under a license (such as the Creative Commons License) that allows you to use them; or if they are in the Public Domain.

Works in the Public Domain are works that are not covered by any copyright, patent, or trademark. Examples are mathematical formula, algorithms (e.g. minimax), and works published on gutenberg.org.

Words, diagrams, models, and frameworks – are allowed to be used if you appropriately reference and cite them. This usually does not apply to programming assignments, but sometimes applies if you are required to submit a report along with the source code. Refer to the "Uni. Learning Skills Unit" shell on Blackboard for information about how to reference and cite them.

What is not allowed? What is acceptable collaboration?

If it is an individual assignment: working together on a common code base and then splitting up – is not allowed. While discussion about software architecture and algorithms is good practice and is encouraged, it should be limited to discussions about diagrams, layouts, and pseudo-code. Developing source code together (e.g. on one computer), and then sharing the code is not allowed.

Posting your code on forums, or sending it to others – makes is very easy for others to plagiarise your work, which means you may be charged with Enabling Plagiarism. If you want to ask for help with an assignment, you should talk to your lecturer first.

Having someone else do your coding (for a fee or for free) – is not allowed. You are expected to complete assignments as part of the learning process, by yourself or within an assigned group.

Including copyrighted music, videos, or any other media – is not allowed unless the copyright holder has given you written permission to do so. Include the permission in the NOTICE file.

Scanning images from books and journals – is not allowed. They must be re-drawn according to your own interpretation and must be appropriately referenced and cited.

What is recommended?

If it is possible, isolate the third party works you use in separate file(s) or module(s). This makes it easier to acknowledge them, and makes it easier for the lecturer to identify them as allowable third party resources.

If appropriate, add acknowledgements within the source code. You still have to add acknowledgements to the NOTICE file.

If you obtain material that has no author or license, and it is questionable whether it is in the Public Domain or not: don't use it. Examples are photographs from books, or music files.

Statement of Authorship

All students are required to sign and submit this form when handing in assignments. In general, the form is available from the Blackboard shells of the courses you are enrolled in. You can also find it in the "Referencing Help" section of the "Uni. Learning Skills Unit" Blackboard shell.

What are the consequences of plagiarism?

When you are caught submitting plagiarised content in an assessment item, you may be formally charged with plagiarism and have to attend a hearing where you will have the opportunity to explain the situation.

If you are found to have plagiarised and this is your first offence, the penalty would be one of:
- a zero grade for the assignment
- a zero grade for the whole course
- suspension for up to two weeks

If you are found to have plagiarised a second or subsequent time, you will face a formal academic misconduct charge (see the Regulation 6.1.1 – Student Discipline). If convicted, the penalty would be one of:
- a zero grade for the assignment
- a zero grade for whole course
- suspension for a semester
- exclusion from the University

Appendix A - Example NOTICE file for Java assignments

```
Java HomeCAD
Assignment 2, COSC2082 Programming 2
Copyright 2010 Bui Tuong Phong (s1234567)
RMIT International University Vietnam

This assignment includes software developed by the above mentioned
student(s.)

This software uses the TableLayout library package, which is open source
software, written by and copyright 2001 Daniel Barbalace. This package can
be redistributed free of charge in unmodified binary form. The original
software is available from
    https://tablelayout.dev.java.net/

The Diagona Icons icon set is copyright 2007 Yusuke Kamiyamane. The icons
are free for any personal or commercial projects. They are available from
    http://p.yusukekamiyamane.com/

Portions of this software (i.e. the net.sf.robocode.ui.editor package) were
developed by Mathew A. Nelson and Robocode contributors. A part of this
package has been taken from its original source, and slightly modified. The
original source is available from
    http://sourceforge.net/projects/robocode/files/
```

Appendix B - Example NOTICE file for C/C++ assignments

```
Microcontroller Emulation
Assignment 2, COSC2131 Programming using C++
Copyright 2010 Bui Tuong Phong (s1234567)
RMIT International University Vietnam

This assignment includes software developed by the above mentioned
student(s.)

The A* implementation used in this software is based on the algorithm
described by and the source code provided by Amit Patel. The source code is
available from
    http://theory.stanford.edu/~amitp/GameProgramming/Implementation
Notes.html

The module that downloads data from the Internet uses the libcurl library.
libcurl is copyright 1996 - 2010 by Daniel Stenberg, and is permitted to be
used for any purpose with or without fee. The source code is available from
    http://curl.haxx.se/libcurl/
```

Appendix C - Example NOTICE file for PHP/HTML/JS/CSS assignments

```
Social Networking Website
Assignment 1, COSC2430 Web Programming
Copyright 2010 Bui Tuong Phong (s1234567)
RMIT International University Vietnam

This assignment includes software developed by the above mentioned
student(s.)

The buttons used on the website have been created by Andres Vidal,
Copyright 2007. The use of the buttons is free and is licensed under the
GNU General Public License. The buttons are available for download at
    http://www.cssbuttons.net/download.php

The images used on this site are owned by Nedelin. The images are free to
be used and are provided by the author under Creative Commons license 2.5.
They can be downloaded at
    http://imagesfrombulgaria.com/v/Slujeben/nic/

This website includes the Lightbox JavaScript Plugin created by Lokesh
Dhakar. The plugin is free to use and is licensed under the Creative
Commons Attribution 2.5 License. The source code is available at
    http://www.huddletogether.com/projects/lightbox2/

This website includes the JQuery JavaScript library created by and
copyright 2008 by John Resig. The library is available at
    http://jquery.com/

This website includes plugins developed by Venkatakrishnan Ganesh. The
plugins are free to use and the  source code is available at
    http://plugins.jquery.com/project/wterm
```

Appendix D - Example NOTICE file for J2EE/.NET assignments

```
Timesheet Management System
Assignment 2, COSC2450 Web Development Technologies
Copyright 2010 Bui Tuong Phong (s1234567)
RMIT International University Vietnam

This assignment includes software developed by the above mentioned
student(s.)

This software uses the ASP.NET Ajax Control Toolkit, which is open source
library, written by and copyright 2009 Microsoft. This package can be
redistributed free of charge in unmodified binary form. The original
library is available from
    http://www.asp.net/ajaxlibrary/act.ashx
```