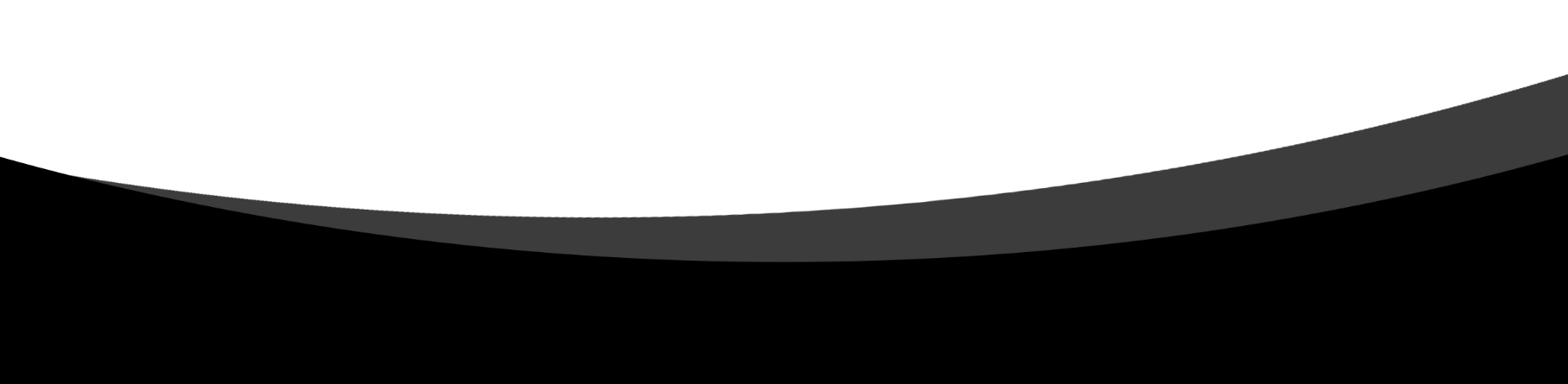


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# Question 1

* Personal Priorities.

is the concern, interest or desire that comes before all others.” Our priorities are the areas of our lives that are meaningful and important to us. They're usually activities, practices, or relationships that we want to put genuine effort and time into

* Family and personal life.

### The personal life perspective on the family is essentially an Interactionist perspective and makes two basic criticisms of structural perspectives such as Functionalism, Marxism and Feminism'.

* Greed.

### a selfish and excessive desire for more of something (such as money) than is needed motivated by naked ambition and greed

* Sense of entitlement (of standards).

### If someone has a sense of entitlement, that means the person believes he deserves certain privileges — and he's arrogant about it

* Poor self-confidence or self-esteem.

### self-esteem is when someone lacks confidence about who they are and what they can do. They often feel incompetent, unloved, or inadequate. People who struggle with low self-esteem are consistently afraid about making mistakes or letting other people down.

* Failure to assign responsibility for our actions (externalization).
* Impairment (fatigue, illness, depression, substance abuse)

### any loss or abnormality of psychological, physiological or anatomical structure or function.” Disability, on the other hand, means “any restriction or lack (resulting from an impairment) of ability to perform an activity in the manner or within the range considered normal for a human being.

* Pressure from others (real or perceived).

### Peer pressure is the direct influence on people by peers, or the effect on an individual who is encouraged and wants to follow their peers by changing their attitudes, values or behaviors to conform to those of the influencing group or individual.

* Poor respect for appropriate boundaries.

### People with poor boundaries typically come in two flavors: those who take too much responsibility for the emotions/actions of others and those who expect others to take too much responsibility for their own emotions/actions

* Conflicts of interest and dual relationships.

### A conflict of interest occurs when an individual's personal interests – family, friendships, financial, or social factors – could compromise his or her judgment, decisions, or actions in the workplace.

* Conflicts of interest and dual relationships.

### Dual relationships are relatives of conflicts of interest. The concept describes when a case manager has multiple relationships with a client, whether professional, social, or business. It is understood across the interprofessional workforce that dual relationships can and will occur; at times, they are unavoidable.

* Sexual exploitation and sexual harassment

# Question 2

1. GENERAL ETHICAL PRINCIPLES.

1.1 Contribute to society and to human well-being, acknowledging that all people are stakeholders in computing.

This principle, which concerns the quality of life of all people, affirms an obligation of computing professionals, both individually and collectively, to use their skills for the benefit of society, its members, and the environment surrounding them. This obligation includes promoting fundamental human rights and protecting each individual’s right to autonomy. An essential aim of computing professionals is to minimize negative consequences of computing, including threats to health, safety, personal security, and privacy. When the interests of multiple groups conflict, the needs of those less advantaged should be given increased attention and priority.

Computing professionals should consider whether the results of their efforts will respect diversity, will be used in socially responsible ways, will meet social needs, and will be broadly accessible. They are encouraged to actively contribute to society by engaging in pro bono or volunteer work that benefits the public good.

In addition to a safe social environment, human well-being requires a safe natural environment. Therefore, computing professionals should promote environmental sustainability both locally and globally.

1.2 Avoid harm.

In this document, “harm” means negative consequences, especially when those consequences are significant and unjust. Examples of harm include unjustified physical or mental injury, unjustified destruction or disclosure of information, and unjustified damage to property, reputation, and the environment. This list is not exhaustive.

Well-intended actions, including those that accomplish assigned duties, may lead to harm. When that harm is unintended, those responsible are obliged to undo or mitigate the harm as much as possible. Avoiding harm begins with careful consideration of potential impacts on all those affected by decisions. When harm is an intentional part of the system, those responsible are obligated to ensure that the harm is ethically justified. In either case, ensure that all harm is minimized.

To minimize the possibility of indirectly or unintentionally harming others, computing professionals should follow generally accepted best practices unless there is a compelling ethical reason to do otherwise. Additionally, the consequences of data aggregation and emergent properties of systems should be carefully analyzed. Those involved with pervasive or infrastructure systems should also consider Principle 3.7.

A computing professional has an additional obligation to report any signs of system risks that might result in harm. If leaders do not act to curtail or mitigate such risks, it may be necessary to “blow the whistle” to reduce potential harm. However, capricious or misguided reporting of risks can itself be harmful. Before reporting risks, a computing professional should carefully assess relevant aspects of the situation.

1.3 Be honest and trustworthy.

Honesty is an essential component of trustworthiness. A computing professional should be transparent and provide full disclosure of all pertinent system capabilities, limitations, and potential problems to the appropriate parties. Making deliberately false or misleading claims, fabricating or falsifying data, offering or accepting bribes, and other dishonest conduct are violations of the Code.

Computing professionals should be honest about their qualifications, and about any limitations in their competence to complete a task. Computing professionals should be forthright about any circumstances that might lead to either real or perceived conflicts of interest or otherwise tend to undermine the independence of their judgment. Furthermore, commitments should be honored.

Computing professionals should not misrepresent an organization’s policies or procedures, and should not speak on behalf of an organization unless authorized to do so.

2. PROFESSIONAL RESPONSIBILITIES.

A computing professional should…

2.1 Strive to achieve high quality in both the processes and products of professional work.

Computing professionals should insist on and support high quality work from themselves and from colleagues. The dignity of employers, employees, colleagues, clients, users, and anyone else affected either directly or indirectly by the work should be respected throughout the process. Computing professionals should respect the right of those involved to transparent communication about the project. Professionals should be cognizant of any serious negative consequences affecting any stakeholder that may result from poor quality work and should resist inducements to neglect this responsibility.

2.2 Maintain high standards of professional competence, conduct, and ethical practice.

High quality computing depends on individuals and teams who take personal and group responsibility for acquiring and maintaining professional competence. Professional competence starts with technical knowledge and with awareness of the social context in which their work may be deployed. Professional competence also requires skill in communication, in reflective analysis, and in recognizing and navigating ethical challenges. Upgrading skills should be an ongoing process and might include independent study, attending conferences or seminars, and other informal or formal education. Professional organizations and employers should encourage and facilitate these activities.

2.3 Know and respect existing rules pertaining to professional work.

“Rules” here include local, regional, national, and international laws and regulations, as well as any policies and procedures of the organizations to which the professional belongs. Computing professionals must abide by these rules unless there is a compelling ethical justification to do otherwise. Rules that are judged unethical should be challenged. A rule may be unethical when it has an inadequate moral basis or causes recognizable harm. A computing professional should consider challenging the rule through existing channels before violating the rule. A computing professional who decides to violate a rule because it is unethical, or for any other reason, must consider potential consequences and accept responsibility for that action.

3. PROFESSIONAL LEADERSHIP PRINCIPLES.

Leadership may either be a formal designation or arise informally from influence over others. In this section, “leader” means any member of an organization or group who has influence, educational responsibilities, or managerial responsibilities. While these principles apply to all computing professionals, leaders bear a heightened responsibility to uphold and promote them, both within and through their organizations.

A computing professional, especially one acting as a leader, should…

3.1 Ensure that the public good is the central concern during all professional computing work.

People—including users, customers, colleagues, and others affected directly or indirectly— should always be the central concern in computing. The public good should always be an explicit consideration when evaluating tasks associated with research, requirements analysis, design, implementation, testing, validation, deployment, maintenance, retirement, and disposal. Computing professionals should keep this focus no matter which methodologies or techniques they use in their practice.

3.2 Articulate, encourage acceptance of, and evaluate fulfillment of social responsibilities by members of the organization or group.

Technical organizations and groups affect broader society, and their leaders should accept the associated responsibilities. Organizations—through procedures and attitudes oriented toward quality, transparency, and the welfare of society—reduce harm to the public and raise awareness of the influence of technology in our lives. Therefore, leaders should encourage full participation of computing professionals in meeting relevant social responsibilities and discourage tendencies to do otherwise.

3.3 Manage personnel and resources to enhance the quality of working life.

Leaders should ensure that they enhance, not degrade, the quality of working life. Leaders should consider the personal and professional development, accessibility requirements, physical safety, psychological well-being, and human dignity of all workers. Appropriate human-computer ergonomic standards should be used in the workplace.

4. COMPLIANCE WITH THE CODE.

A computing professional should…

4.1 Uphold, promote, and respect the principles of the Code.

The future of computing depends on both technical and ethical excellence. Computing professionals should adhere to the principles of the Code and contribute to improving them. Computing professionals who recognize breaches of the Code should take actions to resolve the ethical issues they recognize, including, when reasonable, expressing their concern to the person or persons thought to be violating the Code.

4.2 Treat violations of the Code as inconsistent with membership in the ACM.

Each ACM member should encourage and support adherence by all computing professionals regardless of ACM membership. ACM members who recognize a breach of the Code should consider reporting the violation to the ACM, which may result in remedial action as specified in the ACM’s Code of Ethics and Professional Conduct Enforcement Policy.

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