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Programming Code Of Ethics

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This article attempts to enumerate the key points of proper conduct for Computer Programmers. Much of this is based on the Code Of Ethics of the now defunct International Programmers Guild.

A programmer must...

1. ...never create or distribute **malware**.
2. ...never write code that is **obfuscated** or intentionally difficult to follow.
3. ...never write **documentation** that is intentionally confusing or inaccurate.
4. ...never reuse **copyrighted code** unless the proper license is purchased or permission is obtained.
5. ...**acknowledge** (verbally and in source code comments) the work of other programmers on which the code is based, even if substantial changes are made.
6. ...never write code that is **deliberately inefficient** with the intent of later claiming credit for making efficiency improvements.
7. ...never intentionally introduce **bugs** with the intent of later claiming credit for fixing the bugs, or to stimulate the uptake of later versions.
8. ...never write code that intentionally **breaks** another programmer's code for the purpose of elevating one's status.
9. ...never hide known **obstacles** to a project's completion during any phase of development, especially the design phase.
10. ...never dishonestly **downplay** the difficulty of completing a project.
11. ...report any **illegal activities** of the employer.
12. ...never **defame** the profession.
13. ...never falsely **deny** the presence of bugs.
14. ...never **reveal** the secret corporate knowledge of an employer.
15. ...never accept compensation from multiple parties for the **same work** unless permission is given.
16. ...never perform **competitive work** without the employer's knowledge.
17. ...never conceal **pertinent information** from other members of the development team.
18. ...never conceal from the employer their **financial interest** in development resources.

19. ...never conceal any **conflict of interest** that may affect the project.

20. ...never seek **external profit** from a project that was funded by a second party without permission. If permission is given to resell a product, the work should be discounted.

21. ...never maliciously **injure the reputation** of an employer or members of the development team.

22. ...never **misrepresent** their knowledge, experience, or abilities.

23. ...never **take credit** for another's work.

24. ...never **steal** software, especially development tools.

25. ...never conceal the **deficiencies** of other programmers by writing code for them and allowing them to pass it off as their own work.

26. ...install **third-party applications** without the user's permission. Preferably not at all.

27. ...**stay current** on the advancement of the field of Computer Science.

28. ...never **force updates** on a user without their knowledge and approval.