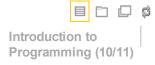
Review Test Submission: Intellectual Property and Plagiarism



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Review Test Submission: Intellectual Property and Plagiarism

User Mr Jan Minar

Submitted 16/10/10 20:55

Name Intellectual Property and Plagiarism

Status Completed

Score 7 out of 10 points

Instructions You will be given 10 multiple choice questions. You must answer all 10

questions. The pass mark for this test is 7 out of 10.

You may refer back to the Intellectual Property web site or the Plagiarism tutorial web site during the test.

You may have up to 2 attempts on this test.

The test should take no more than 20 minutes. Be sure that you have at least 20 minutes left in the practical before you start.

1 out of 1 points Question 1

There are 4 different types of protection for Intellectual Property:

Selected Answer:

✓ B. Copyright, Design rights, Patents and Trademarks.

1 out of 1 points Question 2

If you have been granted a patent you must renew it:

Selected Answer: C. Every year after the 5th year for up to 20 years.

0 out of 1 points **Question 3**

If a programming assignment included the instructions to "Code a day planner that will provide more room to enter details about appointments on normal workdays than on weekend days." and a student found the code to determine if a day in the week is was a normal work day. Could the student

copy that code into their assignment?

Selected XB. Yes. If the students provides a full reference for Answer: the code.

1 out of 1 points **Question 4**

Symbols that distinguish goods and services in the market place are:

Selected Answer: A. Trade marks

Question 5 LOUL OF L DOINES

A student has written a new and elegant word processing program and decide to sell it on-line. Should the student apply to copyright the code?



A. No, copyright is an automatic right. It is, however, sensible to mark it with the © symbol.

1 out of 1 points **Question 6**

The mechanism preventing others from making, using, importing or selling your new invention without your permission is:

Selected Answer: C. Patent

1 out of 1 points Question 7



Intellectual Property can be:

Selected Answer: A. Owned, bought and sold

0 out of 1 points **Question 8**

A designer has created a wonderful 2-dimensional design. What protection mechanism(s) would protect her design?

Selected Answer: XB. Automatic design right and copyright.

1 out of 1 points **Question 9**

Students have been given a summative assignement to develop a new lecture timetabling system in Java. A student finds an on-line text book that contains an elegantly coded solution for determining when a day is a Saturday or Sunday and therefore not available for scheduling lectures. Can the student copy this code into his assignment?



C. Yes, if the student includes a full reference for the Selected Answer: code in his assignment.

Question 10 0 out of 1 points

A programmer is working on a new computer game and has plans to sell it on-line once the game is finished. When is copyright protection automatically applied to the computer game.

Selected Answer: X C. When the first line of code is written.

Saturday, 16 October 2010 22:13:39 o'clock BST