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.

Question 1   1 out of 1 points

There are 4 different types of protection for Intellectual Property:

Selected Answer: ✅ B. Copyright, Design rights, Patents and Trademarks.

Question 2   1 out of 1 points

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.

Question 3   0 out of 1 points

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 Answer: ❌ B. Yes. If the students provides a full reference for the code.

Question 4   1 out of 1 points

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

Selected Answer: ✅ A. Trade marks

Question 5   1 out of 1 points

Question 5

1 out of 1 points

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?

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

Question 6

1 out of 1 points

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

Selected Answer: ✅ C. Patent

Question 7

1 out of 1 points

Intellectual Property can be:

Selected Answer: ✅ A. Owned, bought and sold

Question 8

0 out of 1 points

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

Selected Answer: ❌ B. Automatic design right and copyright.

Question 9

1 out of 1 points

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?

Selected Answer: ✅ C. Yes, if the student includes a full reference for the 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: ❌ C. When the first line of code is written.

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

OK