**Introduction to Java NYU CS9053**

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**A Guide to Plagiarism (and how to avoid it)**

Plagiarism is not allowed. Fortunately for you, there is no writing and composition component to this class, so you will not have to worry about the specifics of proper methods of citation and properly quoting the work of sources in your own work. However, writing code is also a case where plagiarism is a risk, so I have written a guide about how to avoid it.

You are expected to do your own work. Assignments, projects, and exams are “open book,” which means you can look up any material or sources you need to solve the problems. With assignments and the final project, you can discuss the problems, but you have to write the code yourself. You cannot simply download someone else’s code and make a few changes

Other classes may have different standards. These are mine:

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| **Scenario** | **Allowed?** |
| Google how to implement a problem, see the solution on Stack Overflow, and implement it yourself | Yes! This is how most of us solve our problems! |
| Discuss with a classmate how to solve a problem, the classmate describes the answer, and you use that to write the code | Yes! Collaboration and discussion are encouraged |
| Get together with classmates, divide up responsibility for each part of the problem set, and turn in completed problem sets as your own. | **NO! This is plagiarism**. All problem sets and exams should reflect your own individual work, from beginning to end |
| Using the Eclipse or other IDE code-generation tools for getters/setters, toString, etc. based on code you’ve written. | Yes! This makes things easier and is not a violation. |
| Look up a problem and see it is available on the web with previous solution. Download the code for your problem set. | **This is also plagiarism. Your job is to write your own code, not download other people’s code**. |
| For your final project, use a project you did from a previous class or other independent work and turn it in, either wholly or with some modification | **Plagiarizing from yourself is also plagiarism.** You are supposed to do your own work. Even if you wrote code yourself in a previous class, you can’t do that in this one. |
| Use code you wrote in another language and re-implement it in Java. | This **may** be allowed and is **not necessarily** plagiarism, and we would like you to discuss it with us, and we can come to an accommodation. |
| Using external libraries to use a functionality. | Yes! External libraries are allowed and encouraged |
| Using external source code to take advantage of a functionality. | This **may** be allowed, as long as it is serving a purpose of what an external library would. You must mention the source of where you acquired the code, and the bulk of the submission should have your own work. |
| Downloading a project on github or zetcode and adding personalization or new functions. | **Not allowed. This is always plagiarism**. |
| Looking at code and other projects as guidance and inspiration | Probably allowed. You have to write your own code, but understanding how other work is done and getting new ideas is perfectly fine. Cite these sources as part of your submission. |

Please discuss with me and the TAs if you have any questions.