
**11-442 / 11-642:
Search Engines**

Software Development Guidelines

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Software Development Guidelines

Your software must be original

- Original source code
- Original organization of ideas

You may not use someone else's code or organization of ideas

We compare your software to other software

- From this semester
- From previous semesters

Usual penalty for cheating

- Failure of the course

Examples of Cheating

Copying source code

- From a friend, from Github, from ...

Copying source code and then “revising” it

- This indicates an intent to hide the fact that the code was copied

When we say “copying”, we mean “copying anything”

- If you develop 90% of the system, but copy 10%, it’s cheating
- E.g., copying the NEAR operator

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Reading Someone Else’s Code is Not Permitted

You may not read the source code of someone else’s system

- E.g., your friend’s system, a system on Github, ...

Why?

- Our goal is to give you practice developing a search engine
 - I.e., practice figuring it out yourself
 - In industry, you don’t get to look at someone else’s engine
- Reading someone else’s code can cause “accidental cheating”
 - Your solution is too similar to theirs
 - » Your memory is “too good”
 - We think that you copied, you think that you didn’t
 - You fail the course and think that we were unfair

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Both Parties Are At Fault

When student A copies from student B

... both students are at fault

- Student A cheated
- Student B helped or allowed cheating to occur
- Usually both students fail the course

It is your responsibility to protect your software

- Don't leave it sitting on the printer
- Don't leave your computer unattended

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Can You Help a Friend Debug Their System?

You may discuss ideas and observations

- How their system behaves
- How your system worked
- Debugging practices and tips

Do not look at their source code

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