

Academic Honesty Agreement

Print your name (legibly here):

The Very Quick Version

Here are the key things we expect you to do.

- Acknowledge help.
- Your work is your own. Do not represent others' work as your own.
- If something you are doing makes you think you are getting an unfair advantage, you should think carefully about what you are doing.
- Assessments have these purposes.
 - They give you practice in areas we deem important for your development as a programmer and help you learn.
 - They allow us to track your progress and help us to see what can do.
 - We can adjust our classes from we learn from the first two items.
 - As such, using work that is not your own defeats the entire purpose of what we are trying to achieve.
- If you are unsure about anything, ask!

Below, we lay out everything in detail. You are responsible for abiding by all of the policies laid out on this page. They apply in all Computer Science classes at NCSSM.

The Long Version with Excruciating Details

All students taking Computer Science are expected to be aware of the policies outlined in this document. You will be required to acknowledge this in writing as a part of your first homework.

We expect you to behave honorably.

Tests and Quizzes Without exception, quizzes and tests are individual efforts. If you have a question about any item on the quiz or test, direct it to the instructor. You may not ask questions, share answers, or code with anyone other than the instructor while a quiz or test is in progress (meaning until all students in all sections have completed the assessment). Under no circumstances may you seek assistance from any intelligent agent, including, but not limited to another person via chat or from an internet forum during a quiz or test.

Tests or quizzes may have “open resource” components and/or “closed resource” components. We will specify explicitly what resources are allowed and where. You are expected to ask if this is unclear or ambiguous.

Closed resource components do not allow for the use of notes or external resources of any kind.

Open resource components allow, by default, the use of the textbook, documentation for the language(s) relevant to the assessment and/or code examples from class. As stated above, you may not engage other intelligent agents in the process. If you have any doubts about this you are expected to ask your instructor. The instructor may choose to extend or further restrict the allowed resources by explicit declaration.

The Stack Overflow/Exchange website and other interactive sharing websites are strictly off-limits during written tests, quizzes, or lab practicals. If you have any doubt, *ask!*

You may not discuss tests or quizzes with anyone until we go over them in class or we post the solution. Doing so conveys an unfair advantage to later classes and disadvantages your class.

Some Specific Examples Pertaining to Tests and Quizzes The following are considered breaches of academic honesty.

- Giving or receiving help during a test or quiz, whether it is done in person or by electronic or written means Discussing or divulging the contents of a test or quiz with a student who has not taken the test or quiz
- Recording unauthorized information into electronic or analog devices to be used during a closed-resource test or quiz
- Attempting to resubmit an assessment after the allotted time has elapsed, with intent to slip one past us.

Programs and Projects We regard our classrooms as learning communities. If a project is a group project, you may, of course, collaborate freely as a group. Otherwise, all work must be done individually. The computer science instructors and TAs are available to help on assignments as needed.

In collaborative projects, you are expected to report on the division of labor among group members.

If you are ever unsure, we expect you to ask the instructor. We are willing to clarify any issue and make things explicit for you. We'd rather you ask than end up with an academic honesty violation. Asking is better for everyone.

It is required to acknowledge any help you engage; this will keep you above suspicion. Strive for "Integrity beyond reproach."

Here are some acceptable forms of use of work by others.

- If you find a class in the Java Standard Libraries that would be helpful to others, you can share that with your classmates. We would encourage you to bring such gems to our attention so the class as a whole can learn and benefit from them.
- Your classmate has an intransigent bug in their code. We encourage you to help each other get unwedged from these. This is a learning opportunity that will benefit both of you. Sometimes we will place the code in front of everyone so we can all see it, discuss it, and help the student having difficulty to get winched out.
- You are assigned a complex project involving several modules. You can discuss the overall design and approach you are taking with your classmates. Sometimes this can spur useful class discussion.
- You can freely share configuration files for UNIX accounts (e.g. `.bashrc`, `.vimrc`), aliases, and configuration settings for any IDE you may be using. The same is true for any development environment you are using, such as Eclipse, Atom, VSCode, or PyDev. If you have something especially nifty, share it with the class.
- You can share links and learning resources you discover freely. We encourage you to share them with us so we can post them for everyone's benefit.
- You can freely share notes you make in class, and you can post them publicly on the web, if you wish. You may freely use and alter any code examples shown in class or in the class's textbook(s). These are totally fair game.
- You may use an existing code base, if you acknowledge it, give proper credit, and furnish a link or a source code file for it to your instructor.

Here are examples of unacceptable forms of collaboration or use of work by others.

- Completing graded assignments for other students; this is a violation for both the giver and recipient of the work.
- Collaborating on assignments that have not clearly been designated as group work.
- Not citing correct sources for ideas and evidence in written and, in some cases, oral work. Remember: you must acknowledge help. When in doubt, do so. Taking credit for more work on an assigned group project than was actually contributed.

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- You may not copy, copy and modify, or frankencode, another's program and submit it as your own.
 - If you are writing a project based on the code base of another person, full credit must be given. You must disclose the source of the code you are using (link and author). Failure to do so is a violation of this policy.
 - You may not make your programs available for others to copy.
 - A program has an analytical and a GUI portion. You cannot share the code for your GUI so the recipient does not have to write it.
 - Obtaining the solution to a project off the web, submitting it with little or superficial modification and representing it as your own work is also a violation because it is a failure to cite outside help you have received.
 - Sharing a module of code containing more than one function, or a single function that substantially solves the problem.
 - In general, you must substantially be the creator of any project you submit for credit.
 - Changing variable names or inconsequential ordering of steps does not make a piece of code your own.
 - A Rule of Thumb A good test for the difference between helping and dishonesty is to ask: Could the recipient, aided by the insight from your help, now solve a problem of similar sophistication independently from scratch without your contribution?

Here are examples of things you must cite (incomplete).

- Art, including ASCII art, that you did not create yourself.
- Partial or complete programs downloaded and used, regardless of the amount of modifications, from the internet.
- Partial or complete functions downloaded and used from the internet, regardless of the amount of modifications.

Using External Code on Final Projects On final projects, you may may import or include code from others, provided you acknowledge its use. You should disclose the author and provide a copy of the code or a link to the original source you obtained. Failure to provide a citation along with project submission will be viewed as an academic honesty violation.

For example, you might come across an animation framework for writing a game and you may use it textit en bloc or modify it for your code. You might find code that provides a way of creating sprites for graphics. If you are doing this, just acknowledge the source of your code. Your project, however, should amount to a non-trivial deployment of the external code you obtain. Your grade will be based on the demonstration of your ability to use the skills and techniques taught in the class.

If the code is found in the Java API page or the Python documentation, no acknowledgment is required. Examples of this include using the Java sound libraries, Java concurrency libraries, Numpy, Matplotlib, or Pygame. We generally expect things of this ilk to show up in a final project. Remember, if you are unsure, ask your instructor or go ahead and cite your source (comments are cheap and easy).

Examples we create in class, or which you find in the textbooks are fair game for your uncited use as well.

Consequences for Infractions Students found plagiarizing some or all of a project or otherwise caught cheating on an exam or quiz, will receive a grade of 0 for the assignment or assessment. You will also be subject to disciplinary action as outlined in the NCSSM handbook. As is stated in the Student Handbook, academic dishonesty will have a serious effect on your grade!

I have read and understood this policy and agree to abide by it.

Signature:

Date: