computer ethics,
copyright issues and plagiarism

Ethic

Ethic refers to the standards and rules that "should" be followed and it helps us to regulate our conduct in a group or with a set of individuals.
◻ likewise, computer ethics is set of moral principles that regulate the use of computers.

Intellectual Property

Computer Abuse

Privacy

Responsibility

Computer Crime

Computer Ethics

CATEGORISING INTELLECTUAL PROPERY

Intellectual property is divided into two categories:
*Industrial property*, which includes inventions (patents),
• trademarks, industrial designs, commercial names,
• designations and geographic indications (location
• specific brands) etc.
Copyright, which includes literary and artistic works such
• as novels, poems and plays, films, musical works, artistic
• works such as drawings, paintings, photographs,
• sculptures, and architectural designs.

Copy rights

- **Copyright** is a legal concept, enacted by most governments, giving the creator of an original work exclusive rights to it, usually for a limited time.

©
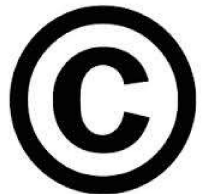
WHAT IT CAN PROTECT AND WHAT NOT

- In summary, copyright laws protect intellectual property which includes literary and artistic works such as novels, poems and plays, films, musical works, artistic works such as drawings, paintings, photographs and sculptures, and architectural designs.

- But unlike protection of inventions, copyright law protects only the form of expressions of ideas, not the ideas themselves.

PLAGIARISM

- Plagiarism is copying someone else's work and then passing it off as one's own. Copying programs written by other programmers and claiming it as your own could be an act of plagiarism.

Hacking

- Hacking is a broad term that describes all attempts to intentionally access or harm information assets without or in excess of authorization by thwarting logical security mechanisms.

Malware

Malware is short for malicious software and means any software or code developed or used for compromising or harming information assets without the owner's informed consent. Malware enables or prolongs access, captures data, and/or furthers the attack.

Open Source and Closed Source Software

- Open source software (OSS) is distributed under a licensing agreement which allows computer code to be shared, viewed and modified by other users and organizations.

- Or in slightly more user-friendly language, **open source software is available for the general public to use and modify from its original design free of charge**. What it means is that a piece of software can evolve and be iterated upon by other developers anywhere in the world. Ideally, this means that the software is improved over time, but it can often take plenty of interesting twists and turns with all of that evolution and can change form and shape entirely.

- Closed source software can be defined as proprietary software distributed under a licensing agreement to authorized users with private modification, copying, and republishing restrictions.

- Closed source is actually the sort of arrangement that you would expect from most businesses, protective of their product and keen to maintain control over their brand and the user experience offered to their customers.