Academic Integrity Policy
Computer Science and Information Technology Department, Kutztown University

Key Points
- When in doubt, ask your professor.
- If it is not your work, cite it.
- Violators will be disciplined appropriately.

Academic integrity is the pursuit of scholarly activity free from fraud and deception. Academic dishonesty includes, but is not limited to, cheating, plagiarism, fabrication of information or citations, facilitating acts of academic dishonesty by others, unauthorized possession of examinations, submitting work for another person or work previously used without informing the instructor or tampering with academic work of other students.

Maintaining the value of a degree from this institution requires a collective effort on the part of students and faculty to prevent the occurrence of acts that would cause harm to its reputation. Academic integrity requires a commitment from students not to engage in or tolerate acts of falsification, misrepresentation or deception. The ACM Code of Ethics and Professional Conduct (Association of Computing Machinery) states "Computing professionals should insist on and support high quality work from themselves and from colleagues.". It takes hard work and dedication to complete assignments and produce quality work. Computer scientists and information technologists should take pride in the work they produce and be excited about solving problems.

Plagiarism is defined as the act of plagiarizing (Merriam-Webster). *Plagiarizing* is to steal and pass off (the ideas or words of another) as one's own or to use (another's production) without crediting the source (Merriam-Webster). Using a direct quote, paraphrasing, editing a phrase or sentence, or copying from your own previous work is considered plagiarism. Plagiarism in computer science can be especially difficult for students to understand. It really is fairly simple as most of the same rules apply regarding copyright and intellectual property. This includes code, output, and input used for assignment solutions.

The following is a clarification about how this applies to the area of computer science.
Cheating/plagiarism: Since this discipline requires much out of class work, there needs to be clarification as to what constitutes cheating as opposed to what constitutes valid help. We recognize the benefit of instructor and peer help, but only within a certain context.

Acceptable peer help consists of the following:
- General discussion of the problem and the expectations of the course instructor
- Discussion of algorithms
- Using general pseudocode to help another understand
- Looking at another person's already written code to help them find a problem
- Getting help in using the computer system, software, editors, compilers, etc.
- Sharing knowledge about syntax errors or other language specific information
- Discussing course concepts

Cheating/plagiarism consists of any kind of sharing of any piece of code that the person is supposed to be doing on his or her own. This would include providing code to another orally, with a hard copy, via email or in any other manner, including sitting side by side entering the same code.

This list is not intended to be exhaustive. If you aren't sure what you are doing is okay, **don't do it**. Your professor is the final arbiter of what constitutes academic dishonesty in her/his class. It is acceptable to use any information provided by the course instructor for the assignment. Generally, any other information used to complete the work must include an appropriate citation.

The kind of cheating that takes place in the field of computer science generally involves a giver and a receiver of code or solutions. Both are considered to have participated in the cheating when it occurs. Both will receive the consequences set up by the university and the professor.

Activity free from fraud and deceptions: The receiver of inappropriate help is committing fraud and/or deception by indicating to the professor that work is hers/his when it is not.

Facilitating acts of academic dishonesty: The provider of inappropriate help is facilitating academic dishonesty by another by allowing a student who may not have been able to do the work to commit fraud as described above.

One defense of suspected plagiarism is not understanding one's own code. The instructor reserves the right to ask a student to conduct a code walk-through. If the student fails to explain his/her own code, then the instructor may consider it as evidence of academic dishonesty.

> Failure to uphold the described standard of academic integrity is a serious offense. If a student has cheated, the university Academic Honesty Policy (Graduate Student Academic Honesty Policy) states the faculty member should complete an Academic Dishonesty Report Form. An informal resolution process may be initiated by the course instructor where any in course sanction may be imposed up to and including failure of the course. The course instructor's first day handout should be referenced for possible consequences of cheating in the course. A formal process through the Office of Judicial Services exists for flagrant or multiple violations where a potential outcome is suspension or dismissal from the university.
>
> The Computer Science and Information Technology Department is committed to preventing academic dishonesty and punishing perpetrators to the fullest extent permitted under department and university policy.

Examples of potential sources
The following are examples of sources that may be used but require an appropriate citation. This is not meant to be an exhaustive list.
- Course material, including lectures and example code
- Material from the course textbook(s) or other relevant books
- Material or code from a web site; verify this source type with the course instructor as some may allow this type of source while others may forbid it for their class

The following are some examples of actions that would constitute plagiarism or cheating. This is not meant to be an exhaustive list.
- Copying a solution (full or partial) from another student, instructor, or any other person
- Copying a solution (full or partial) from a web site
- Posting an assignment to a web site or other source, such as Chegg, seeking a solution
- Having someone complete your assignment (free or paid)
- Looking at someone else's code or having someone describe their code to you

- Using someone else's code and making changes, such as variable names or comments
- Using any code (function, code block, algorithm) developed by someone else
- Using someone else's idea or concept to create your solution
- Collaborating with other students on an assignment, unless directed to do so by the course instructor

Citing Sources

When other sources are used in your solution, it is necessary to provide attribution by citing each source. For written assignments, this is accomplished by including a references list at the end of the assignment. Consult the course instructor for the proper format to use (IEEE , APA, MLA).

There is no standard format for citations within code. Consult the course instructor for their preferred method of citing sources in your code. Include all citations in your ID/header block, which must include the following information, if it is available.

- Author(s) name
- Publication date
- Title and version
- Source (publisher, URL, etc.)
- Date retrieved if an online source

Notation must also be provided within the code to specifically identify the code that is not your own. This in-line citation must include a reference to the full citation in the ID/header block, such as author name and date, title, or URL. It should include a clear delineation or notation indicating the exact block or lines of code used.

Examples of Citations within Code

Examples of a full citation in the ID/header block of your code

 Example 1
  Author: Dr. James T. Kirk
  Title: Linked List source code
  Retrieved May 15, 2020 from Dr. Kirk's public directory on acad.kutztown.edu

 Example 2
  Author: Logan Jacks
  Title: Using a queue in C++
  Date: March 1, 2017
  Retrieved from https://www.stackoverflow.com/questions/1234/args

 Example 3
  Author: Dr. Han Solo
  Title: Command-line Arguments source code
  Retrieved October 31, 2020 from https://www.kutztown.edu/solo/csc199
  Note: My program is based on Dr. Solo's example on command-line arguments, which I copied and used as a template for my solution.

Examples of citations within, or "in-line" of, the code.

    Example 1 – citation is part of function documentation

```
/* Citation source: This function was retrieved from Dr. Spock's Linked List source code on
September 25, 2020. */
```

    Example 2 – citation proceeds a line or lines of code, clearly show the start and end.

```
// The following block of code was retrieved from "Using a queue in C++"
// on stackoverflow.com on November 12, 2020.
// --------------------------------------------------------------------------------
lines of code here
// --------------------------------------------------------------------------------
```

    Example 3 – citation proceeding the next *n* lines of code (n = 3 in this example)

```
# The following three lines of code were retrieved from
# https://codePython.org/x/examples.html on March 23, 2020.
```

References

Association of Computing Machinery (2018). ACM Code of Ethics and Professional Conduct. Retrieved April 15, 2021 from https://www.acm.org/code-of-ethics.

Merriam-Webster.com. (n.d.). Plagiarism. In *Merriam-Webster.com dictionary*. Retrieved February 15, 2021 from https://www.merriam-webster.com.

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Turnitin, LLC. (2017). Plagiarism.org. Retrieved February 15, 2021 from https://www.plagiarism.org/.