The following document could be turned in as a reading summary for this course:

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Reading Summary #1

In "Rules about Copying and Sharing Java Code," author Josh Smith believes that code copied from others should be cited as such, otherwise it is plagiarism. Another important idea that Smith discusses is that most discussions of plagiarism are with respect to "works in written and spoken language", and hence he wants to discuss how to cite the work of others within computer programs. He supports this latter idea by specifying that "due credit" is given to others by specifying the original author, the source where the code was obtained, and any alterations that the current author is making to the original code. The author provides examples citations whose source is from a textbook, an instructor, the Internet, from multiple sources, and from code that is "common knowledge" in order to show how one can always clearly identify the author of each code unit in a variety of situations. Another important point made by Smith is that code should never be transferred between students electronically, because this would imply unsuitable sharing of work and plagiarism.

Smith's target audience is computer science students, as it is likely that either they are unaware of plagiarism in general, or they are aware of plagiarism in other fields but have not considered how it applies specifically when writing code. This material relates to the current course material because it comes after the design process and during the implementation process, when the most code is being written and would be most available for potential copying. Smith's guidelines for copying and reusing code are accurate and useful; however, he forgets that sometimes a great deal can be learned by examining code written by others. It would have been nice if he had left some provision where it was okay to do this under the right circumstances.