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### The Code and The Law

Copyright is a legal mean that protects the creator's contents. People cannot simply copy another programmer's code without the consent from the original author. Copyright also protects the programmer from other legal means if someone else were to use their code for bad reasons. If a programmer wanted to share their work to the public then they must state specifically in their copyright, that other programmers can use it (Christensson).

The fairest license agreement would most likely be the GNU General Public License v3.0 or GNU GPLv3. The reason why this license agreement is better than MIT and Apache 2.0 are that it requires programmers who copy the creator's code to disclose the source. It at least shows what the programmer copied from the original code unlike the other licenses. The other licenses do not require programmers to disclose the source, so it is harder for others to determine on how much they copied from the creator. GNU GPLv3 gives permissions for commercial use, patent use, private use, modification, and distribution. The conditions to use the creator's code are to disclose the source, license and copyright notice, same license, and state the changes. This license also provides limitations such as liability and no warranties. If someone wanted an easier to access and copy license, then MIT would be the best to use. It only requires the programmer to copy the license and copyright notice if they decide to copy it ("The Legal Side of Open Source").

The reason why schools and many businesses promote the ACM Code of Ethics and Professional Conduct is to keep programmers at a standard that can help them be more respectful with each other when using each other's codes. It sets guidelines that help computer users benefit society by protecting everyone's right. These standards help promote a healthy environment in which people can share codes with others and they can still be protected from the malicious misuse of their codes. ACM Code of Ethics also promotes for a more stable economy in which everyone is sharing each other's codes and trying to work together to make more developing codes that can benefit everyone in the future. All these standards are set for everyone to build for a better future and not worry too much about problems that could have occurred if there no laws or ethics preventing the abuse of the digital world ("The Code Affirms an Obligation of Computing Professionals to Use Their Skills for the Benefit of Society").

The obligations as a programmer if they decide to reuse code from the internet in class is to make sure they have properly followed the guidelines or formats set by their professor or profession. If a programmer wanted to copy a code at a job, then it is best to follow the business guidelines. If the business does not have guidelines for copying codes, then it would the programmer should personally ask for permission from the creator. Then the programmer should consult with their business's legal department on setting a standard for the rest of their programmers. The reason that it is good to have a defined standard at a workplace is to make sure that everyone is following the legal rights of everyone in and out of the workplace. If an employee violated the business policy, then it would be easier to fire that person so they would not be in legal liability because of that person. The GNU GPLv3 gives programmers the permission to copy and sell codes ("Gnu.org"). Codes that were made to be free should be not be copied and sold for money unless the programmer altered for a different use.

Copyright is a part of the American way in which all our rights are protected. Copyright is not the most perfect law when it comes to computer. Computer programming is new and is always evolving dramatically to fit new circumstances. The copyrights are easy and efficient to use if the programmer understands on how it works. A lot of people do not know that there are standards and laws for almost everything that a user does on a computer.

## Works Cited

Christensson, Per. "Copyright Definition." *TechTerms*. Sharpened Productions, 08 September 2009. Web. <https://techterms.com/definition/copyright>. Accessed 26 February 2019.

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