

# Tesla STEM Computer Science Collaboration Policy

This course permits and encourages different forms of collaboration, including with teachers and classmates. However, you must be careful to collaborate only as permitted below. Here is a summary of the policies:

Sign below to confirm you have read and understand this document:

Student Name (printed):

Signed: \_\_\_\_\_

Parent Name (printed):

Signed: \_\_\_\_\_

Can you ...	Classmates	Other People	Project Partner
Discuss general concepts with	✓	✓	✓
Expose your code/solutions to	X	X	✓
View the code/solutions of	X	X	✓
Copy code/solutions from	X	X	✓

## Your Solutions

You must individually compose all your solutions. The term *solutions* refers to any of the files created when completing a programming assignment, such as source code (including comments), the project handouts, or a `readme.txt` file. It includes both finished and unfinished files, regardless of correctness or completeness. You must never expose solutions to anyone who is taking a Tesla STEM CS class now or who might take a Tesla STEM CS class in the future. For example, you may not place your work in a public location (such as a website, a public code repository, or a printout left in a common area). If you leave your computer unattended, be sure to protect it with a password. You must never give your solutions to anyone except for the teachers. You must never receive or view someone's solutions to a programming assignment/project.

## Collaboration with Teachers

You are welcome to discuss your solutions with the teachers during class, office hours, or via email.

## Collaboration with Classmates

We encourage you to discuss common concerns with classmates. These discussions must be kept at a general level, without exposing your solutions. For example, you may ask about:

- How to interpret an error message such as, "*What does StackOverflowError mean?*"
- How to use BlueJ/Eclipse/IntelliJ or any other tool like the CMU Academy, and its project directories. For example, "*In which folder should I place my Java class files?*"
- The definition of a piece of Java/Python syntax. Example: "*What are the pieces of a for loop?*"
- Discuss concepts from the readings, lecture, lecture slides, or assignment specifications. For example, "*Ms. Kankelborg stated that not all if statements must have a matching else statement. Why is that the case?*"

You may *not*, however:

- Look at or use another classmate's solutions (or show another classmate your solutions).
- Lead a classmate verbally, step-by-step, through any part of the assignment (or allow a classmate to lead you step-by-step through any part of the assignment).
- Type or edit code on another student's computer, except where allowed in pair programming.

## Collaboration with a Partner

On a few assignments, the collaboration policy is relaxed to allow working with a partner, subject to the following rules:

- Employ **Pair Programming**, where one partner types (the driver); the other partner (the navigator) reviews the work, identifies bugs, and asks questions. The two partners swap roles every 5 – 10 minutes, taking breaks from coding to brainstorm ideas and talk high-level ideas.
- Complete all work for the assignment with your partner, sharing the same computer screen. This includes debugging, testing, commenting, writing the readme.txt, and submitting the files.
- Keep two copies of your final submission, so you both have the files, even if your partner submitted it.

## Outside sources and citations

Copying or adapting code that is not yours is permitted only if it comes from the course materials (i.e., the course book, programming assignment specifications, checklists, lecture slides, or videos posted on PowerSchool). If you do so, you must cite any code that you copy or adapt (except for code that is included with the assignment).

## Plagiarism

Plagiarism and assisting with plagiarism are serious academic infractions. Programming is a creative work and the academic regulations that apply to plagiarizing English prose also apply to plagiarizing program code. It ranges from "verbatim copying" (e.g., cutting-and-pasting code) to "thorough paraphrasing" (e.g., changing variable names or rearranging code). It is also academically dishonest to share code with another student—it does not matter if the other student copies that code or if you know or suspect that the code will be copied.

## Plagiarism detection

We use sophisticated software tools to detect plagiarism. For example, we compare student submissions against a code database, which includes all submissions from this offering and previous offerings of the course. While we take no pleasure in investigating cases for plagiarism, it is our duty to keep the playing field level for the overwhelming majority of students who work very hard in this course and follow the rules.

## Penalties

The consequence for a violation of this Policy is an automatic zero on the assignment as well as a referral to the principal, with additional consequences where appropriate. If a student is caught violating this policy, it is a further act of academic dishonesty (1) to misrepresent their actions, or (2) to misrepresent or otherwise obscure the scope, number, or identity of participants in the violation.

Ignorance of this policy will not excuse violations. Should you ever have a concern about your work (or work that a classmate might submit), please speak with Mr. Christensen, Mrs. Kankelborg, or Mr. Thompson *prior* to submitting your assignment.