Academic Integrity – DOs & DO NOTs for ECE 375

Please review the following examples of the right way (DOs) and wrong way (DO NOTs) to comply with the Academic Integrity policy for ECE 375:

DO: ask a friend who already finished the assignment (or already took this class in a previous term) to help explain a concept, or help you develop <u>your own</u> high-level pseudocode for the assignment.

DO NOT: look at, copy, or otherwise use actual assembly code from your friend's solution to the assignment. It does not matter if you "made sure you understood their code" before you copied it.

DO: use available resources (online and offline) to understand basic assembly language/AVR concepts, such as "how to write a FOR loop in assembly" or "when to use the STS instruction instead of OUT".

DO: with attribution, reuse code from ECE 375 lab documents (like the Starter Guide), the ECE 375 lecture slides, or the ECE 375 textbook

DO NOT: look at, copy, or use code (or even pseudocode) from <u>someone else's solution to</u> an assignment.

DO: ask a friend which part of the textbook/lab manual/datasheet they used to answer prelab or study questions.

DO NOT: copy or "paraphrase" your friend's answers and submit them as your own.

IMPORTANT NOTE ABOUT LAB PARTNERS

Besides your lab TAs, the one person you <u>can</u> share actual code or other solutions with is your lab partner, if you are working with one. However, please keep in mind that you are <u>individually</u> responsible for all work turned in with your name on it.

If your lab partner shares a large chunk of completed code (or lab write-up contents, or study question answers) with you and tells you it is their own work, but it turns out to be plagiarized, you can still be held responsible for an Academic Integrity violation.

Therefore, it is in your best interest to complete all (or as much as possible) of your group work in person, side-by-side with your lab partner. This also ensures that you are both learning the lab material, and hopefully picking up good assembly programming habits.