Identify/Define/Understand the Following

- punched cards (*in the context of computing*)
- vacuum tubes
- transistors
- integrated circuits
- morality
- ethics
- Kantianism
- Act Utilitarianism
- Rule Utilitarianism
- Social Contract Theory
- Virtue Ethics
- Rawls’s Theory of Justice
- Internet
- World Wide Web (www)
- intellectual property
- trade secrets
- patents
- trademarks/service marks
- copyrights
- fair use
- copyright creep
- public domain
- derivative work
- open-source software
- Creative Commons
- privacy
• data mining
• identity theft
• hacking
• worm
• virus
• Trojan horse
• cyber warfare
• surveillance in cyber space
• NSA’s Prism Program
• surveillance at work place
• globalization
• automation
• outsourcing
• digital divide (both global and social)
• professional ethics
• certification
• license (both as used for intellectual property, and for professions)
• code of ethics
• whistle-blowing

**Short Answer Questions**

• What are the four groups of ethics frameworks we used in most of our class discussions? Briefly describe each.

• What are the five principal rights of a copyright holder?

• Explain the differences between trade secrets and patents.

• What does *open-source* software mean?

• List the eight principles of “Software Engineering Code of Ethics and Professional Practices.”

• Analyze an ethics dilemma using the ethical theories learned in the class.