M2C: Building Distributed Applications

Code Reuse

Code Reuse

- You must not copy code from other students
 - This is cheating
 - This will result in a failed grade for the course.
- You must understand all code you type (or paste)

Code Reuse – Server Side Modules

- Great! Encouraged.
 - E.g. Expressjs, Passportjs, SuperAgent, etc.
- Make sure they are well-developed and wellmaintained.
- This can be smart software development
- Be sure the license allows for your use
 - Typically not a problem in a class setting
 - Read and follow how the license indicates you should cite its use
- Your code comments and package.json should clearly indicate what modules you are using.

Code Reuse – Client Side Frameworks

- Use with caution
 - Encouraged/fine: jQuery, jQuery Mobile, Twitter
 Bootstrap, Foundation
 - Discouraged & not recommended: Angular.js,
 Backbone.js, React.js, Ember.js, etc.
 - They will take too much time to master, and take away from developing core programming skills.

Code Reuse - Client-Side API

- Typically not necessary; use with caution
- Some are very useful and excellent:
 - E.g. Google Maps for ability to pan/zoom/etc.
 - You would not want to implement this yourself
 - But it does require <u>learning</u> their API
- Most 3rd party interaction you will have from your server, not your client.

Code Reuse – Web Examples (e.g. StackOverflow)

- Can be very helpful and useful
 - Especially examples that come with the module/framework/library/etc.
- Do not just cut and paste and hope!
 - Understand the example
 - Modify it to your context
- Avoid cheating:
 - You must cite the source of any example code in your comments.
 - We will search for code that looks suspicious
 - Matches will be treated as plagiarism and cheating!

Incidental Use

- Your use of any 3rd party content should be incidental to your own code development
 - The 3rd party code should not provide more than 10% (completely arbitrary) of the functionality (completely subjective) of your homework solution or project submission.
 - In other words, 90% of the *interesting* part of your work should be your own, not borrowed from others.