1. What is software? _____ a program used by a computer ____________________________.

2. Check the items listed below that are considered software programs:
   - X Computer games
   - ___ Laptop
   - X Apps (Applications)
   - ___ Email

3. A software license in an agreement between you and the owner of a software program that allows you to perform certain tasks with the software.
   - X True
   - ___ False

4. Define the three common types of software licenses below:

   **Purchased license** – a license that is paid for priced by number or machines or number of people using the software______________________________

   **Shareware** – software belonging to a person or company that is provided to others with restrictions or for a certain limited trial basis.

   **Freeware** – software that is available for use at no cost, but usually has some restricted usage rights. __________________________

5. When evaluating online resources, you have to D.E.A.L. with the information. What does the acronym stand for?

   D – Determine if the material is relevant and appropriate. __________________________

   E – Evaluate whether the information is current. __________________________

   A – Authenticate that the information is accurate. __________________________

   L – Look at why the resource was created. __________________________

6. Intellectual property is the works, inventions or creations of an individual, group or business.  
   - X True  
   - ___ False

7. A copyright gives the _____creator_____ of an _____original_____ work _____exclusive____ right to that work, usually for a _____limited_____ time.
8. Check the items below that can be covered by a copyright:
   - [X] Music
   - [X] Computer software
   - [X] Art
   - [X] Movies

9. A copyright can cover facts, ideas, systems, or methods of operation.
   - [ ] True
   - [X] False

10. The Fair Use rule of copyright laws explains ___when free use of copyrighted material is acceptable_______________________________________________________.

11. What are the five general terms of the Fair Use rule:
   - [ ] criticism and comment
   - [ ] new reporting
   - [ ] research and scholarship
   - [ ] nonprofit educational uses
   - [ ] parody

12. The four basics to keep in mind when using the intellectual property of others are:
   - Is this creation inspiring something new?
   - Is the original source your competition?
   - Acknowledging the author does not make your use fair.
   - The more you use, the less likely it is to be fair use.
   - [X] True
   - [ ] False

13. Public domain represents works whose intellectual property rights have ___expired___ or works that have been ___released___ by the creator.

14. Free distribution of copyrighted work WITH the proper credit to the creator is called ___creative commons – attribution___.

15. Plagiarism is the ___stealing___ of someone else’s words or ideas and presenting them as your own.
16. Piracy is the stealing of copyrighted work by downloading or copying it in order to ___keep___, ___sell___, or ___give away___ without permission and without paying.