## Cheatography

| ACADEMIC AND PROFESSIONAL ETHIC      |   |  |  |
|--------------------------------------|---|--|--|
| Who defines ethics                   | Global organization (UN, WHO, etc.) –Countries/societies –Local communities –Professional organizations –Teams, clubs, etc. –Families   |  |  |
| 4 basic attributes of a profession   | 1. Requires sophisticated skills, judgment, and discretion 2. Extensive formal education versus apprenticeship 3. Self regulation 4. Significant public good results from practice  |  |  |
| Being a professional requires you to | -Be competent in your discipline -Take on an attitude of "life-long" learning to enhance your technical knowledge and<br>skills -Act in a way that shows respect for your profession  |  |  |
| Codes of Ethics                      | -Designed to help professionals distinguish right from wrong in order to govern their decision making<br>–Give guidance on how to approach problems and the standards to which the employees are held<br>–Outline the mission and values of an organization   |  |  |
| NSPE Code of Ethics                  | <ol> <li>Hold paramount the safety, health, and welfare of the public.</li> <li>Perform services only in areas of their competence.</li> <li>Issue public statements only in an objective and truthful manner.</li> <li>Act for each employer or client as faithful agents or trustees.</li> <li>Avoid deceptive acts.</li> <li>Conduct themselves honorably, responsibly, ethically, and lawfully so as to enhance the honor, reputation, and usefulness of the profession.</li> </ol> |  |  |

| EmpathizeDevelop a deep understanding<br>of the challengeDefineClearly articulate the problem<br>(goals and criteria)IdeateBrainstorm potential solutions<br>select and develop solutioPrototypeDesign prototype(s) to test all<br>or part of your solutioPrototypeEngage in shortcycle test<br>process to refine and improve<br>solutioImplementDeliver a compelling<br>experience to the user• Money and Time - almost always<br>• MaterialsImplement I factors• Vendors-• Specifications-• Specifications-• Specifications-• Specifications-• Functions-• | Engineering Design Process             |                               |  |  |
|--|--|-------------------------------|--|--|
| IdeateBrainstorm potential solutions,<br>select and develop solutioPrototypeDesign prototype(s) to test all<br>or part of your solutioPrototypeEngage in shortcycle test<br>process to refine and improve<br>solutioTestEngage in shortcycle test<br>process to refine and improve<br>solutioImplementDeliver a compelling<br>experience to the user• Money and Time – almost always<br>• Materials• Vendors• Environmental factorsCriteria:<br>• Specification design must meet to be<br>successful<br>• Functions  | Empathize                              |                               |  |  |
| Initial information presentation of select and develop solutioPrototypeDesign prototype(s) to test all<br>or part of your solutioTestEngage in shortcycle test<br>process to refine and improve<br>solutioImplementDeliver a compelling<br>experience to the userConstraints:- Money and<br>- Materials- Vendors Environme=tal factorsCriteria:<br>- Specification- Specification- Specification- Functions  | Define                                 | ,<br>,                        |  |  |
| TestEngage in shortcycle test<br>process to refine and improve<br>solutioImplementDeliver a compelling<br>experience to the userConstraints: Money and Time – almost always- Materials- Vendors- Environmental factorsCriteria:- Specification design must meet to be<br>  | Ideate                                 | 1 ,                           |  |  |
| Implement       Deliver a compelling experience to the user         Constraints:       -         - Money and Time – almost always       -         - Materials       -         - Vendors       -         - Environmental factors       -         Criteria:       -         - Specification design must meet to be successful       -         - Functions       -  | Prototype                              |                               |  |  |
| experience to the user<br>Constraints:<br>- Money and Time – almost always<br>- Materials<br>- Vendors<br>- Environmental factors<br>Criteria:<br>- Specification design must meet to be<br>successful<br>- Functions  | Test                                   | process to refine and improve |  |  |
| <ul> <li>Money and Time – almost always</li> <li>Materials</li> <li>Vendors</li> <li>Environmental factors</li> <li>Criteria:</li> <li>Specification design must meet to be successful</li> <li>Functions</li> </ul>   | Implement                              | 1 0                           |  |  |
| <ul> <li>Materials</li> <li>Vendors</li> <li>Environmental factors</li> <li>Criteria:</li> <li>Specification design must meet to be successful</li> <li>Functions</li> </ul>   | Constraints:                           |                               |  |  |
| <ul> <li>Vendors</li> <li>Environmental factors</li> <li>Criteria: <ul> <li>Specification design must meet to be successful</li> <li>Functions</li> </ul> </li> </ul>  | - Money and                            | Time – almost always          |  |  |
| <ul> <li>Environmental factors</li> <li>Criteria:</li> <li>Specification design must meet to be successful</li> <li>Functions</li> </ul>   | - Materials                            |                               |  |  |
| Criteria:<br>- Specification design must meet to be<br>successful<br>- Functions   | - Vendors                              |                               |  |  |
| <ul> <li>Specification design must meet to be successful</li> <li>Functions</li> </ul>   | - Environmer                           | ntal factors                  |  |  |
| successful<br>- Functions  | Criteria:                              |                               |  |  |
| - Functions  | - Specification design must meet to be |                               |  |  |
|  |  |                               |  |  |
| - Features   | - Functions                            |                               |  |  |
|  | - Features                             |                               |  |  |
| BASIC SKILLS FOR TEAM EFFECT-  |  |                               |  |  |

| Team develo-<br>pment stages | <ol> <li>Forming</li> <li>Storming</li> <li>Norming</li> <li>Performing</li> <li>Adjourning</li> </ol>   |
|------------------------------|--|
| Team roles                   | <ul> <li>Meeting Coordinator</li> <li>Recorder/Scribe</li> <li>Time-Keeper</li> <li>Encourager/Gatekeeper</li> <li>Devil's Advocate</li> </ul> |
|                              |  |

#### BASIC SKILLS FOR TEAM EFFECT-IVENESS (cont)

| Character-<br>istics of a<br>successful<br>student team | <ul> <li>Positive Interdependence<br/>(team members rely on<br/>each other to complete<br/>project)</li> <li>Goal Specification (what<br/>needs to be accomplished<br/>and when)</li> </ul>   |  |
|---|---|--|
|   | UCohesiveness (estab-<br>lishing a bond between<br>team members)<br>UEffective and Respectful<br>Communication  |  |
|   | URoles and Norms  |  |
| Character-<br>istics of a<br>successful<br>student team | <ul> <li>Positive Interdependence<br/>(team members rely on<br/>each other to complete<br/>project)</li> <li>Goal Specification (what<br/>needs to be accomplished<br/>and when)</li> <li>Cohesiveness (estab-<br/>lishing a bond between<br/>team members)</li> <li>Effective and Respectful<br/>Communication</li> <li>Roles and Norms</li> </ul> |  |
|   |   |  |

# Accuracy vs precision

| Python S         | Snippets   |
|------------------|--|
|                  | <pre>user1 = int(in put - ("Enter the first digit:</pre>           |
| Condit<br>ionals | "))<br>if(user1 == rand1):<br>numbCo rrect = numbCo -<br>rrect + 1 |
| For-<br>loop     | <pre>for x in range( 1000): numbCo rrect = 0</pre>                 |
|                  | while x != 1:<br>#code to loop                                     |

- When taking numeric inputs make sure to specify the data type (int, float..)

- With the while loop we can execute a set of statements as long as a condition is true.

| Ethical Approaches               |  |  |  |
|----------------------------------|--|--|--|
| The Utilit-<br>arian<br>Approach | Which option will produce the most good and do the least harm? |  |  |
| The Rights<br>Approach           | Which option best respects the rights of all who have a stake? |  |  |
| The Justice<br>Approach          | Which option treats people as I want to be treated?            |  |  |
| The Ethic<br>of Care<br>Approach | Which option is best for those most in need?                   |  |  |
| The Virtue<br>Approach           | Which option leads me to act as a respectable person?          |  |  |



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### Cheatography

#### ENED FINAL REVIEW Cheat Sheet by apkhil via cheatography.com/171269/cs/35932/

#### Project management

 Project Management helps us to keep track of all the tasks associated with completing a design process to make sure things get done on time and in the right order

 Systems Thinking helps us to break down our complex problem/solution into smaller, easier to manage problems that are less daunting to solve

· Project Management Tools

o 1. Work Breakdown Structure (WBS): figure out what "things" are needed to achieve the project deliverable

o 2. Precedence Network (PN): depict the order in which items from the WBS need to be completed to achieve the project deliverable

o 3. Critical Path Method (CPM): add timing to each item in the PN to determine amount of time needed to achieve the project deliverable

o 4. Gantt Chart: visual diagram showing the items/tasks and timeline for achieving the project deliverable

 System Thinking- thinking about a complex system as a combination of components or processes that work together towards a common goal

#### Units

| Dimension                               | Abbreviation | SI (Metric)   | US Customary | American Engineering         |
|---|--------------|---------------|--------------|------------------------------|
| Mass                                    | М            | kg (kilogram) | slug (slug)  | lb <sub>m</sub> (pound-mass) |
| Length                                  | L            | m (meter)     | ft (foot)    | ft (foot)                    |
| Time                                    | t            | s (second)    | s (second)   | s (second)                   |
| Temperature                             | т            | K (kelvin)    | R (Rankine)  | R (Rankine)                  |
| Electric Current                        | I            | A (ampere)    | A (ampere)   | A (ampere)                   |
| Amount of Light<br>(Luminous Intensity) | с            | cd (candela)  | cd (candela) | cd (candela)                 |
| Amount of Matter                        | n            | mol (mole)    | mol (mole)   | mol (mole)                   |

#### Secondary Units

| Dimension    | Abbreviation | SI (Metric)      | US Customary                              | American Engineering                                       |
|--------------|--------------|------------------|---|--|
| Force        | F            | $N = kg^*m/s^2$  | lb <sub>f</sub> = slugs*ft/s <sup>2</sup> | lb <sub>f</sub> = 32.2 lbm*ft/s <sup>2</sup>               |
| Acceleration | а            | m/s <sup>2</sup> | ft/s <sup>2</sup>                         | ft/s <sup>2</sup>  |
| Pressure     | р            | $Pa = N/m^2$     | psf = lb/ft <sup>2</sup>                  | psi = lb <sub>t</sub> /in <sup>2</sup>                     |
| Energy       | Е            | $J = N^*m$       | $ft \cdot lb_f = slugs * ft^2/s^2$        | $ft \cdot lb_f = 32.2 \ lb_m * ft^2/s^2$                   |
| Power        | Р            | W = J/s          | hp = slugs*ft2/s3                         | hp = 32.2 lb <sub>m</sub> *ft <sup>2</sup> /s <sup>3</sup> |
| Frequency    | f            | $Hz = s^{-1}$    | $Hz = s^{-1}$                             | $Hz = s^{-1}$  |



#### PPM

Problem Statement --> Diagram --> Theory --> Assumptions --> Solution steps --> Verify --> Conclusion

#### Log graph



#### Academic Misconduct @ UC

#### Examples of Cheating

Obtaining assistance with or answers to examination questions from another person with or without that person's knowledge.

What are the Penalties?

Zero on a test/assignment • Failure in a course • Expulsion from the program • Expulsion from the college

What's the process?

Upon receiving a Notification Form, you have two options:

Option 1: Accept responsibility for the misconduct and the proposed sanction; OR

Option 2: Respond to the instructor to challenge the allegation of misconduct and/or to discuss if the sanction(s) are commensurate to the violation.

What's the process? (Option 1)

If the student chooses Option 1, they must send the Notification Form back to the instructor within 5 days. The instructor will then forward this to their C.C.A., and the student must complete the agreed upon sanctions.

What's the process? (Option 2)

If you choose Option 2, you must meet with the instructor within 5 business days of the instructor's receipt of the Notification Form back from you.

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#### Academic Misconduct @ UC (cont)

College hearing panel? (final step)

- You can ask for a College Hearing

Panel, you and the instructor will be asked if you would like to appear at the hearing and provide any evidence supporting your position.

-The chair consists of the hearing chair, one representative selected by the college faculty, and one representative selected either by the college tribunal of Student Government for undergraduates, or by the graduate college tribunal of Graduate Student Governance Association for graduate students.

- Within three (3) days, the hearing chair of the C.H.P. will notify the student of the C.H.P.'s decision and appeal procedures.

#### Sig Fig Rules

• Multiplication/division: round the result to the least number of significant digits among the values in the calculation

• Addition/subtraction: round the result to the least precise value (i.e. fewest number of decimal points) among the values in the calculation

• Addition/subtraction and multiplication/division: perform the computation in steps following the correct order of operations, keeping track of the number of significant digits/decimal places as you go but only rounding the value to the correct number of significant digits at the end of the calculation

| What graphs to use (linear, log etc) |          |                   |  |
|--------------------------------------|----------|-------------------|--|
| LINEAR:                              | POWER:   | EXPONENTIAL:      |  |
| y=mx+b                               | y=bx^m - | y=be^mx> linear   |  |
|                                      | -> LOG   | on X axis and Log |  |
|                                      | LOG      | on y axis         |  |

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