

Principle 1: PUBLIC

Summary:

Section one (Public) tells software engineers that when balancing competing interests between employers, clients, and users, the public interest should always come first. There are multiple commitments in this section:

- Protecting privacy
- Protecting the environment
- Considering all forms of accessibility
- Volunteerism

Additionally, principle one stresses full disclosure of potential negative side effects in any way related to the software.

Papers relating to each point:

- 1.01 – Process of Incompetence, Chaos Report
- 1.03 – Testing Non-testable Programs, Are We Testing for True Reliability, Unskilled and Unaware, An Investigation of the Therac-25 Accidents
- 1.04 – An Investigation of the Therac-25 Accidents
- 1.05 – An Investigation of the Therac-25 Accidents
- 1.06 – Rational Design Process
- 1.08 – Silver Bullet

Ethical Principles:

Principle one is Utilitarian overall, because it deals with the interest of the public before all else. However, there are points in principle one that are rules that may be rule utilitarian or deontological as well.

- 1.01 – Rule Utilitarian
- 1.02 – Utilitarian
- 1.03 – Utilitarian
- 1.04 – Rule Utilitarian
- 1.05 – Utilitarian
- 1.06 – Deontology, Rule Utilitarian
- 1.07 – Rawlsian Justice, Deontology
- 1.08 – Utilitarian, Deontology