

ATTENTION STUDENTS/STAFF

If you COPY AND OR REPRODUCE SOMEBODY ELSE'S WORK WITHOUT REFERENCING, your assignment will be penalized by 30%.

TO AVOID BEING PENALISED IN YOUR ASSIGNMENTS DO NOT

- **Copy and paste information from the internet and on-line media, such as encyclopedias or journal articles without acknowledging the source of information (Referencing).**
- **Transcribe information from any textbook, encyclopedia, newspaper, journal articles, without acknowledging the source of information (Referencing)**
- **Modify information without acknowledging the source of information (Referencing)**
- **Use photographs, videos, or audio without permission or acknowledgement**
- **Get other people to write your assignment**
- **Buy assignments and submit them as your own effort**
- **Use previous work for a new assignment without citing the original assignment in your reference list.**

Types of Student Plagiarism

Academic Integrity

Good academic practice is about adopting strategies and behaviour that allow students to complete their studies independently and honestly, and writing assignments in an appropriate academic style. The task submitted is also awarded better marks! Bad academic practice includes dishonesty, cheating and plagiarism and also work that is badly prepared and rushed.

Direct copying

This sort of plagiarism is taking the exact words somebody else wrote, (in a website, a book, another student's work, or any other source) and putting that into an assignment, without referencing that somebody else's work has been cited.

Word-switching

This sort of plagiarism means taking someone else's writing and changing words here and there, or taking little bits of sentences, without acknowledging whose ideas have been adopted.

Concealing sources

Not making it obvious when drawing on somebody else's work will be regarded as plagiarism. This includes:

- Taking somebody else's ideas and putting them into your words without telling us where you got the ideas.
- Using a source several times, but only referencing it once. Using ideas from the same source several times in a piece of work, requires a citation each time the source is used.

Working with other students

It is preferable for students to do their assignments themselves. Hence

- Copying another student's work is plagiarism.
- Submitting all or part of another student's work as your own is plagiarism.
- Sharing written work is plagiarism.
- Paying somebody to do your work for you is plagiarism.
- In an individual assignment, writing the assignment with other people is plagiarism. (Group assignments are different!).
- Asking another student to translate your ideas into English, or getting their help to write your assignment is plagiarism.

Unless you are told to work in a group, you must work alone. If you want to talk to your friends about the work, do it before you start writing. The work you submit must be your own!

When any of the above types are identified, each case will be investigated for:

- Intention of student
- Degree of plagiarism – how much of the assignment has been plagiarized
- Previous offences by the student

RICHFIELD GRADUATE INSTITUTE OF TECHNOLOGY (PTY) LTD

FACULTY OF INFORMATION TECHNOLOGY

WEB TECHNOLOGY 512

2ND SEMESTER ASSIGNMENT

Name & Surname: Anthony Gordon Kruger ICAS No: 139399

Qualification: DIT 3 year Semester: 2 Module Name: Web Technology 512

Date Submitted: 27/09/2019

ASSESSMENT CRITERIA	MARK ALLOCATION	EXAMINER MARKS	MODERATOR MARKS
MARKS FOR CONTENT			
QUESTION ONE	70		
QUESTION TWO	20		
QUESTION THREE	10		
TOTAL MARKS	100		
MARKS FOR TECHNICAL ASPECTS			
1. TABLE OF CONTENTS Accurate numbering according to the numbering in text and page numbers.			
2. LAYOUT AND SPELLING Font – Calibri 12 Line Spacing – 1.0 Margin should be justified.			
3. REFERENCE According to the Harvard Method			
TOTAL MARKS			
TOTAL MARKS FOR ASSIGNMENT	100		
Examiner's Comments:			
Moderator's Comments:			
Signature of Examiner:	Signature of Moderator:		

QUESTIONS**[100 MARKS]****QUESTION ONE****[70 MARKS]**

(Tic-Tac-Toe) Create a class Tic-Tac-Toe that will enable you to write a program to play Tic-Tac-Toe. The class contains a private 3-by-3 two-dimensional array. Use an enumeration to represent the value in each cell of the array. The enumeration's constants should be named X, O and EMPTY (for a position that does not contain an X or an O). The constructor should initialize the board elements to EMPTY. Allow two human players. Wherever the first player moves, place an X in the specified square, and place an O wherever the second player moves. Each move must be to an empty square. After each move, determine whether the game has been won and whether it's a draw. Also, allow the player to specify whether he or she wants to go first or second.

QUESTION TWO**20 MARKS**

Write a javascript program that asks the user to enter up to 10 golf scores, which are to be stored in an array. You should provide a means for the user to terminate input prior to entering 10 scores. The program should display all the scores on one line and report the average score. Handle input, display, and the average calculation with three separate array processing functions.

QUESTION 3**10 MARKS**

Write a javascript program that asks the user to enter his or her first name and then last name, and then constructs, stores, and displays a third string consisting of the user's last name followed by a comma, a space, and first name. Use string objects and methods from the string header file. A sample run could look like this:

Enter your first name: **Paul**

Enter your last name: **Smith**

Here's the information in a single string: Smith, Paul

TOTAL: 100 MARKS