Royal University of Bhutan

College of Science and Technology

RUB Wheel of Academic Law: Academic Dishonesty

Section H2 of the Royal University of Bhutan's *Wheel of Academic Law* provides the following definition of academic dishonesty:

Academic dishonesty may be defined as any attempt by a student to gain an unfair advantage in any assessment. It may be demonstrated by one of the following:

1. **Collusion:** the representation of a piece of unauthorized group work as the work of a single candidate.
2. **Commissioning:** submitting an assignment done by another person as the student's own work.
3. **Duplication**: the inclusion in coursework of material identical or substantially similar to material which has already been submitted for any other assessment within the University.
4. **False declaration**: making a false declaration in order to receive special consideration by an Examination Board or to obtain extensions to deadlines or exemption from work.
5. **Falsification of data**: presentation of data in laboratory reports, projects, etc., based on work purported to have been carried out by the student, which has been invented, altered or copied by the student.
6. **Plagiarism**: the unacknowledged use of another's work as if it were one's own.

Examples are:

- verbatim copying of another's work without acknowledgement.
- paraphrasing of another's work by simply changing a few words or altering the order of presentation, without acknowledgement.
- ideas or intellectual data in any form presented as one's own without acknowledging the source(s).
- making significant use of unattributed digital images such as graphs, tables, photographs, etc. taken from test books, articles, films, plays, handouts, the internet, or any other source, whether published or unpublished.
- submission of a piece of work which has previously been assessed for a different award or module or at a different institution as if it were new work.
- use of any material without prior permission of copyright from the appropriate authority or owner of the materials used".

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Practical Assignment 1 - React Web Page Recreation

Introduction

In this assignment, you will apply fundamental web development concepts by recreating a web page using React's component-based architecture. By selecting and implementing a page from an existing web application, you'll demonstrate your understanding of modern front-end development techniques and React principles while building a functional, responsive interface.

Project Overview

In this assignment, you will build a React-based web application that recreates a single webpage from an existing web application of your choice. This involves the following steps:

1. Break down the page into multiple React components, identifying reusable elements and component hierarchies.
2. Create a new React application using either Next.js or Vite to serve as your development environment.
    a. Create React App has been deprecated and should not be used (https://react.dev/blog/2025/02/14/sunsetting-create-react-app)
3. Identify & develop individual shared and reusable components that follow the single responsibility principle, implementing both the visual design and interactive elements.
    a. Example: The Facebook Post Card is a reusable component. (https://unblast.com/wp-content/uploads/2018/06/Facebook-Mobile-Post-Mockup.jpg)
4. Implement responsive design to ensure proper display across different device sizes.
5. Document your component structure, implementation decisions, and any third-party dependencies used in the README.md.
6. Test your implementation across different browsers and screen sizes to ensure consistency before your submission for mobile phones, tablet and desktop screen.
7. Create a comprehensive README.md file explaining your approach and component architecture diagrams are encouraged to be used.

Requirements

- Use only React.js/Next.js.
- Create a proper component structure.
- Implement responsive design for desktop, tablet and mobile views.
- Provide the data source for your reusable components.
- Document your implementation with clear comments and a comprehensive README.md.
- Clearly define the functionality that your application will achieve in your README.md.

Suggestions

- Begin with a component hierarchy sketch, then build static version before adding interactivity
- Use browser developer tools to understand the original page structure
- Focus on demonstrating React concepts rather than pixel-perfect recreation

Submission

Submit the following to the submission portal in VLE:

Your Github Repository containing your working web application including a descriptive README.md. Please note that as the assignment doesn't require a report submission, ensure that the comments successfully suffice in supporting your thought process through this assignment. You are required to define the functionality in your README.md that your application would achieve.

a. **Github repository name format**: “stdno_WEB101_PA1” (eg: 02190108_WEB101_PA1)
b. **Submission Portal**: VLE

Submission Date:

March 20, 2025

Note:

- Plagiarism of work without referencing and understanding the work will not be tolerated.
- Late submission of assignments will cause a 5% deduction in grades every day from the date of submission.

- Any mistake in file format, name of file etc will result in a deduction of 1 mark on every mistaken submission.

Grading Criteria

This assignment represents 10% of the module's final total grade. The total grade of this assignment will be graded a maximum of 10 marks.

This continuous assessment will be assessed based on the following criteria:

Code Organization & Readability	- 2 marks
Code Comments & Documentation	- 1 mark
Functional Requirements	- 5 marks
User Interface & User Experience	- 2 marks

Penalties

Note: You will not be able to score less than zero.

- **[-50% of overall grade of assignment]** - Student is unable to justify and explain code logic of his/her implementation