

# Software Requirements Specification for Software Engineering: Code Plagiarism Detector

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# Contents

<b>1</b>	<b>Purpose of the Project</b>	<b>vi</b>
1.1	User Business . . . . .	vi
1.2	Goals of the Project . . . . .	vi
<b>2</b>	<b>Stakeholders</b>	<b>vi</b>
2.1	Client . . . . .	vi
2.2	Customer . . . . .	vi
2.3	Other Stakeholders . . . . .	vi
2.4	Hands-On Users of the Project . . . . .	vi
2.5	Personas . . . . .	vi
2.6	Priorities Assigned to Users . . . . .	vi
2.7	User Participation . . . . .	vii
2.8	Maintenance Users and Service Technicians . . . . .	vii
<b>3</b>	<b>Mandated Constraints</b>	<b>vii</b>
3.1	Solution Constraints . . . . .	vii
3.2	Implementation Environment of the Current System . . . . .	vii
3.3	Partner or Collaborative Applications . . . . .	vii
3.4	Off-the-Shelf Software . . . . .	vii
3.5	Anticipated Workplace Environment . . . . .	vii
3.6	Schedule Constraints . . . . .	vii
3.7	Budget Constraints . . . . .	vii
3.8	Enterprise Constraints . . . . .	viii
<b>4</b>	<b>Naming Conventions and Terminology</b>	<b>viii</b>
4.1	Glossary of All Terms, Including Acronyms, Used by Stakeholders involved in the Project . . . . .	viii
<b>5</b>	<b>Relevant Facts And Assumptions</b>	<b>viii</b>
5.1	Relevant Facts . . . . .	viii
5.2	Business Rules . . . . .	viii
5.3	Assumptions . . . . .	viii
<b>6</b>	<b>The Scope of the Work</b>	<b>viii</b>
6.1	The Current Situation . . . . .	viii
6.2	The Context of the Work . . . . .	ix
6.3	Work Partitioning . . . . .	ix

6.4	Specifying a Business Use Case (BUC)	x
<b>7</b>	<b>Business Data Model and Data Dictionary</b>	<b>x</b>
7.1	Business Data Model	x
7.2	Data Dictionary	xi
<b>8</b>	<b>The Scope of the Product</b>	<b>xi</b>
8.1	Product Boundary	xi
8.2	Product Use Case Table	xi
8.3	Individual Product Use Cases (PUC's)	xi
<b>9</b>	<b>Functional Requirements</b>	<b>xi</b>
9.1	Functional Requirements	xi
<b>10</b>	<b>Look and Feel Requirements</b>	<b>xi</b>
10.1	Appearance Requirements	xi
10.2	Style Requirements	xi
<b>11</b>	<b>Usability and Humanity Requirements</b>	<b>xii</b>
11.1	Ease of Use Requirements	xii
11.2	Personalization and Internationalization Requirements	xii
11.3	Learning Requirements	xii
11.4	Understandability and Politeness Requirements	xii
11.5	Accessibility Requirements	xii
<b>12</b>	<b>Performance Requirements</b>	<b>xii</b>
12.1	Speed and Latency Requirements	xii
12.2	Safety-Critical Requirements	xii
12.3	Precision or Accuracy Requirements	xii
12.4	Robustness or Fault-Tolerance Requirements	xiii
12.5	Capacity Requirements	xiii
12.6	Scalability or Extensibility Requirements	xiii
12.7	Longevity Requirements	xiii
<b>13</b>	<b>Operational and Environmental Requirements</b>	<b>xiii</b>
13.1	Expected Physical Environment	xiii
13.2	Wider Environment Requirements	xiii
13.3	Requirements for Interfacing with Adjacent Systems	xiii
13.4	Productization Requirements	xiii

13.5 Release Requirements . . . . .	xiv
<b>14 Maintainability and Support Requirements</b>	<b>xiv</b>
14.1 Maintenance Requirements . . . . .	xiv
14.2 Supportability Requirements . . . . .	xiv
14.3 Adaptability Requirements . . . . .	xiv
<b>15 Security Requirements</b>	<b>xiv</b>
15.1 Access Requirements . . . . .	xiv
15.2 Integrity Requirements . . . . .	xiv
15.3 Privacy Requirements . . . . .	xiv
15.4 Audit Requirements . . . . .	xiv
15.5 Immunity Requirements . . . . .	xv
<b>16 Cultural Requirements</b>	<b>xv</b>
16.1 Cultural Requirements . . . . .	xv
<b>17 Compliance Requirements</b>	<b>xv</b>
17.1 Legal Requirements . . . . .	xv
17.2 Standards Compliance Requirements . . . . .	xvi
<b>18 Open Issues</b>	<b>xviii</b>
<b>19 Off-the-Shelf Solutions</b>	<b>xviii</b>
19.1 Ready-Made Products . . . . .	xviii
19.2 Reusable Components . . . . .	xix
19.3 Products That Can Be Copied . . . . .	xix
<b>20 New Problems</b>	<b>xix</b>
20.1 Effects on the Current Environment . . . . .	xix
20.2 Effects on the Installed Systems . . . . .	xix
20.3 Potential User Problems . . . . .	xix
20.4 Limitations in the Anticipated Implementation Environment That May Inhibit the New Product . . . . .	xix
20.5 Follow-Up Problems . . . . .	xix
<b>21 Tasks</b>	<b>xix</b>
21.1 Project Planning . . . . .	xix
21.2 Planning of the Development Phases . . . . .	xx

<b>22 Migration to the New Product</b>	<b>xx</b>
22.1 Requirements for Migration to the New Product . . . . .	xx
22.2 Data That Has to be Modified or Translated for the New System	xx
<b>23 Costs</b>	<b>xx</b>
<b>24 User Documentation and Training</b>	<b>xx</b>
24.1 User Documentation Requirements . . . . .	xx
24.2 Training Requirements . . . . .	xx
<b>25 Waiting Room</b>	<b>xx</b>
<b>26 Ideas for Solution</b>	<b>xx</b>

## Revision History

Date	Version	Notes
Date 1	1.0	Notes
Date 2	1.1	Notes

# **1 Purpose of the Project**

## **1.1 User Business**

*Insert your content here.*

## **1.2 Goals of the Project**

*Insert your content here.*

# **2 Stakeholders**

## **2.1 Client**

*Insert your content here.*

## **2.2 Customer**

*Insert your content here.*

## **2.3 Other Stakeholders**

*Insert your content here.*

## **2.4 Hands-On Users of the Project**

*Insert your content here.*

## **2.5 Personas**

*Insert your content here.*

## **2.6 Priorities Assigned to Users**

*Insert your content here.*

## **2.7 User Participation**

*Insert your content here.*

## **2.8 Maintenance Users and Service Technicians**

*Insert your content here.*

# **3 Mandated Constraints**

## **3.1 Solution Constraints**

*Insert your content here.*

## **3.2 Implementation Environment of the Current System**

*Insert your content here.*

## **3.3 Partner or Collaborative Applications**

*Insert your content here.*

## **3.4 Off-the-Shelf Software**

*Insert your content here.*

## **3.5 Anticipated Workplace Environment**

*Insert your content here.*

## **3.6 Schedule Constraints**

*Insert your content here.*

## **3.7 Budget Constraints**

*Insert your content here.*



### **3.8 Enterprise Constraints**

*Insert your content here.*

## **4 Naming Conventions and Terminology**

### **4.1 Glossary of All Terms, Including Acronyms, Used by Stakeholders involved in the Project**

*Insert your content here.*

## **5 Relevant Facts And Assumptions**

### **5.1 Relevant Facts**

*Insert your content here.*

### **5.2 Business Rules**

*Insert your content here.*

### **5.3 Assumptions**

*Insert your content here.*

## **6 The Scope of the Work**

### **6.1 The Current Situation**

The current code plagiarism detection tools such as MOSS rely on tokenization and syntax-level comparisons. Although effective in detecting direct copies or slight variations, they struggle when faced with techniques such as adding redundant code which allows the user to completely bypass detection while still plagiarizing the underlying logic and structure of the code.

Additionally, MOSS does not take into account for the complexity or intent behind the code, leading to issues such as false positives for common programming patterns. This creates a gap for more advanced tools capable

of understanding the semantic meaning of code to more accurately detect plagiarism.

## 6.2 The Context of the Work

Our project aims to address these gaps by incorporating Natural Language Processing (NLP) and machine learning techniques which will be leveraged to improve the accuracy of detecting copied code. The context of the work is within academic institutions, where the integrity of student work is aparmount and our tool will be used by professors to ensure a fair grading process while also supporting students in understanding the ethical use of code.

## 6.3 Work Partitioning

- **Research and Design:** Conduct research on current plagiarism detection systems and state-of-the-art NLP techniques applicable to code plagiarism.
- **Data Collection:** Gather a dataset of code snippets, including both plagiarized and original works, to train and test the model.
- **Model Development:** Develop the NLP-based model capable of understanding the semantic meaning of code. This may involve exploring techniques like abstract syntax trees (ASTs), vector embeddings, or other representations of code that retain semantic meaning.
- **System Integration:** Build the system to take code as input, run through the developed model, and output a similarity score with appropriate thresholds.
- **Testing and Validation:** Test the system with various code samples to validate its performance and accuracy compared to traditional systems like MOSS. This will also test wether our method produces any false positives.
- **Documentation and Deployment:** Document the system architecture, the model, and the results. Deploy the system for use within academic settings.

## 6.4 Specifying a Business Use Case (BUC)

**Business Use Case:** Automated Code Plagiarism Detection for Academic Institutions

- **Actors:** Professors, Students, System Administrators
- **Trigger:** A professor or system administrator uploads multiple code submissions for plagiarism detection in a course assignment.

### Main Success Scenario

1. The system ingests the uploaded code submissions.
2. The system processes each code snippet using the NLP model to generate semantic representations of the code.
3. The system compares the representations to detect plagiarism, taking into account code similarity beyond syntax or token matching.
4. The system outputs a similarity score for each comparison, with thresholds indicating whether plagiarism is suspected.
5. The professor reviews the similarity scores and flags any suspicious cases for further investigation.
6. The system generates a report summarizing the findings for the professor's review.

### Extensions

- If the system detects false positives (common programming patterns being flagged as plagiarism), the professor can override the result.
- If new sophisticated plagiarism techniques are detected, the system can update its learning algorithms to improve accuracy over time.

## 7 Business Data Model and Data Dictionary

### 7.1 Business Data Model

*Insert your content here.*

## **7.2 Data Dictionary**

*Insert your content here.*

# **8 The Scope of the Product**

## **8.1 Product Boundary**

*Insert your content here.*

## **8.2 Product Use Case Table**

*Insert your content here.*

## **8.3 Individual Product Use Cases (PUC's)**

*Insert your content here.*

# **9 Functional Requirements**

## **9.1 Functional Requirements**

*Insert your content here.*

# **10 Look and Feel Requirements**

## **10.1 Appearance Requirements**

*Insert your content here.*

## **10.2 Style Requirements**

*Insert your content here.*

## **11 Usability and Humanity Requirements**

### **11.1 Ease of Use Requirements**

*Insert your content here.*

### **11.2 Personalization and Internationalization Requirements**

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### **11.3 Learning Requirements**

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### **11.4 Understandability and Politeness Requirements**

*Insert your content here.*

### **11.5 Accessibility Requirements**

*Insert your content here.*

## **12 Performance Requirements**

### **12.1 Speed and Latency Requirements**

*Insert your content here.*

### **12.2 Safety-Critical Requirements**

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### **12.3 Precision or Accuracy Requirements**

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## **12.4 Robustness or Fault-Tolerance Requirements**

*Insert your content here.*

## **12.5 Capacity Requirements**

*Insert your content here.*

## **12.6 Scalability or Extensibility Requirements**

*Insert your content here.*

## **12.7 Longevity Requirements**

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# **13 Operational and Environmental Requirements**

## **13.1 Expected Physical Environment**

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## **13.2 Wider Environment Requirements**

*Insert your content here.*

## **13.3 Requirements for Interfacing with Adjacent Systems**

*Insert your content here.*

## **13.4 Productization Requirements**

*Insert your content here.*

## **13.5 Release Requirements**

*Insert your content here.*

# **14 Maintainability and Support Requirements**

## **14.1 Maintenance Requirements**

*Insert your content here.*

## **14.2 Supportability Requirements**

*Insert your content here.*

## **14.3 Adaptability Requirements**

*Insert your content here.*

# **15 Security Requirements**

## **15.1 Access Requirements**

*Insert your content here.*

## **15.2 Integrity Requirements**

*Insert your content here.*

## **15.3 Privacy Requirements**

*Insert your content here.*

## **15.4 Audit Requirements**

*Insert your content here.*

## 15.5 Immunity Requirements

*Insert your content here.*

## 16 Cultural Requirements

### 16.1 Cultural Requirements

*Insert your content here.*

## 17 Compliance Requirements

In developing the enhanced plagiarism detection tool, it is imperative to address various compliance requirements to ensure the tool operates legally, ethically, and in alignment with industry standards. These requirements encompass legal obligations related to data protection, intellectual property rights, and adherence to educational policies, as well as compliance with established software development and data security standards.

### 17.1 Legal Requirements

1. **Data Protection and Privacy Laws:** The tool will process sensitive information, including students' code submissions, which may be considered personal data under Canadian privacy laws such as the *Personal Information Protection and Electronic Documents Act* (PIPEDA) at the federal level, and Ontario's *Freedom of Information and Protection of Privacy Act* (FIPPA) for public institutions. Compliance with these laws requires:
  - **Lawful Basis for Data Processing:** Ensuring that the collection and use of personal information is authorized under PIPEDA or FIPPA, typically requiring consent from students before processing their code or ensuring that processing is necessary for educational purposes.
  - **Data Minimization and Purpose Limitation:** Collecting only the data necessary for plagiarism detection and using it solely for that purpose.



- **Transparency and Information Rights:** Informing students about how their data will be used, stored, and protected, and respecting their rights to access, correct, or withdraw their personal information.
  - **Security Measures:** Implementing appropriate technical and organizational measures to safeguard personal data against unauthorized access, loss, or disclosure, as required under PIPEDA and FIPPA.
2. **Intellectual Property Rights:** Under the *Copyright Act* of Canada, students typically hold the intellectual property rights to their original code. The tool must:
- **Respect Ownership:** Use students' code exclusively for plagiarism detection without unauthorized distribution or reproduction.
  - **Establish Clear Terms:** Provide clear terms of service or agreements outlining how the code will be used, ensuring students are aware and consent to these terms.
  - **Avoid Infringement:** Ensure that any storage or processing of code does not violate the *Copyright Act* or institutional policies.
3. **Academic Integrity Policies:** The tool must align with the academic integrity and misconduct policies of Canadian educational institutions by:
- **Supporting Fair Evaluation:** Assisting educators in identifying potential plagiarism accurately without bias.
  - **Due Process:** Ensuring that students have the opportunity to respond to plagiarism accusations, with results from the tool serving as part of a broader investigation rather than definitive proof.
  - **Confidentiality:** Maintaining the confidentiality of students' work and any findings related to plagiarism investigations.

## 17.2 Standards Compliance Requirements

1. **Software Development Standards:** Adherence to recognized software development practices and standards is essential for ensuring quality and reliability.

- **ISO/IEC 25010 Compliance:** Aligning with the ISO/IEC 25010 standard for software product quality, focusing on functionality, reliability, usability, efficiency, maintainability, and portability.
  - **Documentation and Testing:** Maintaining thorough documentation and conducting rigorous testing to validate the tool’s performance and reliability.
2. **Data Security Standards:** Protecting sensitive data requires compliance with established security standards.
    - **OWASP Guidelines:** Implementing security measures in line with the Open Web Application Security Project (OWASP) guidelines to prevent common vulnerabilities such as injection attacks, data breaches, and unauthorized access.
    - **ISO/IEC 27001 Certification:** Considering certification under the ISO/IEC 27001 standard for information security management to demonstrate a commitment to data security best practices.
  3. **Accessibility Standards:** The tool should be accessible to all users, including those with disabilities.
    - **AODA Compliance:** Designing the user interface in accordance with the *Accessibility for Ontarians with Disabilities Act* (AODA) and the *Integrated Accessibility Standards Regulation* (IASR) to ensure it is perceivable, operable, understandable, and robust for all users.
    - **WCAG 2.1 Compliance:** Ensuring that the tool meets the Web Content Accessibility Guidelines (WCAG) 2.1 Level AA standards, as required under AODA.
  4. **Ethical AI and Machine Learning Standards:** As the tool leverages AI technologies, it must adhere to ethical standards in AI development.
    - **Transparency and Explainability:** Ensuring that the AI models used are transparent in their operation and that their decision-making processes can be explained to users.

- **Fairness and Non-Discrimination:** Preventing biases in the AI models that could unfairly target or disadvantage any group of students.
  - **Canadian AI Ethical Guidelines:** Following principles outlined in the *Directive on Automated Decision-Making* by the Government of Canada and guidelines from organizations such as the *Canadian Institute for Advanced Research* (CIFAR) for promoting ethical considerations in AI design and deployment.
5. **Data Handling and Retention Policies:** Establishing clear policies for how data is managed throughout its lifecycle.
- **Retention Limits:** Defining how long code submissions and related data will be stored, in compliance with PIPEDA, FIPPA, and institutional policies.
  - **Secure Disposal:** Implementing procedures for the secure deletion or anonymization of data that is no longer needed.
  - **Audit and Compliance:** Regularly auditing data handling practices to ensure ongoing compliance with all relevant laws and standards.

By meticulously addressing these legal and standards compliance requirements, the project not only safeguards the rights and interests of all stakeholders but also enhances the credibility and trustworthiness of the plagiarism detection tool. Ensuring compliance is fundamental to the tool's success and its acceptance by educational institutions, educators, and students alike.

## 18 Open Issues

*Insert your content here.*

## 19 Off-the-Shelf Solutions

### 19.1 Ready-Made Products

*Insert your content here.*

## **19.2 Reusable Components**

*Insert your content here.*

## **19.3 Products That Can Be Copied**

*Insert your content here.*

# **20 New Problems**

## **20.1 Effects on the Current Environment**

*Insert your content here.*

## **20.2 Effects on the Installed Systems**

*Insert your content here.*

## **20.3 Potential User Problems**

*Insert your content here.*

## **20.4 Limitations in the Anticipated Implementation Environment That May Inhibit the New Product**

*Insert your content here.*

## **20.5 Follow-Up Problems**

*Insert your content here.*

# **21 Tasks**

## **21.1 Project Planning**

*Insert your content here.*

## **21.2 Planning of the Development Phases**

*Insert your content here.*

## **22 Migration to the New Product**

### **22.1 Requirements for Migration to the New Product**

*Insert your content here.*

### **22.2 Data That Has to be Modified or Translated for the New System**

*Insert your content here.*

## **23 Costs**

*Insert your content here.*

## **24 User Documentation and Training**

### **24.1 User Documentation Requirements**

*Insert your content here.*

### **24.2 Training Requirements**

*Insert your content here.*

## **25 Waiting Room**

*Insert your content here.*

## **26 Ideas for Solution**

*Insert your content here.*

## Appendix — Reflection

The information in this section will be used to evaluate the team members on the graduate attribute of Lifelong Learning. Please answer the following questions:

1. What knowledge and skills will the team collectively need to acquire to successfully complete this capstone project? Examples of possible knowledge to acquire include domain specific knowledge from the domain of your application, or software engineering knowledge, mechatronics knowledge or computer science knowledge. Skills may be related to technology, or writing, or presentation, or team management, etc. You should look to identify at least one item for each team member.
2. For each of the knowledge areas and skills identified in the previous question, what are at least two approaches to acquiring the knowledge or mastering the skill? Of the identified approaches, which will each team member pursue, and why did they make this choice?