

# Software Requirements Specification for Software Engineering: Code Plagiarism Detector

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## 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

The user interface (UI) must adhere to the following appearance guidelines:

- **Consistency:** The UI should maintain a uniform color palette, font, and layout across all screens and elements. For instance, the primary color is defined as blue (#0047AB) for buttons, links, and headers, and white (#FFFFFF) for background areas.
- **Clarity:** All icons, buttons, and menus should be intuitive and clearly identifiable. Hovering over icons will provide tooltips with a brief description of their functionality.

- **Responsiveness:** The layout should adjust according to screen size, ensuring the interface remains usable on a range of devices, including desktops, tablets, and mobile phones.

## 10.2 Style Requirements

The style guidelines for the interface are as follows:

- **Typography:** The font family used across the UI will be *Roboto*. Headers should use a 24px font size, body text should be 14px, and button text should be 16px.
- **Color Scheme:** Buttons and interactive elements should use the primary color #0047AB. Background areas will use #F0F0F0, and error messages will be highlighted in #FF0000.
- **Button Styles:** All buttons should have rounded corners with a radius of 5px. On hover, the button background will lighten by 20%.
- **Spacing and Padding:** There should be at least 10px of padding between elements and a margin of 20px around each section to maintain a clean layout.

## 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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## **25 Waiting Room**

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## **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?