## Unplagged

The Plagiarism Detection Cockpit
Developers Manual

 $\label{eq:total_constraints} \begin{tabular}{ll} Term paper for the master project $I$ \\ Mentoring Teacher: Prof. Dr. Debora Weber-Wulff \\ \end{tabular}$ 

Department Economics II HTW Berlin – University of Applied Sciences

Elsa Mahari (s0534217) <Elsa.Mahari@gmx.de>
Heiko Stammel (s0534217) <heiko.stammel@googlemail.com>
Benjamin Oertel (s0522720) <benjamin.oertel@me.com>
Dominik Horb (s0534217) <dominik.horb@googlemail.com>
Tien Nguyen (s0534217) <idontwant2missathing@yahoo.com>

### Inhaltsverzeichnis

1.	Einleitung					
2.	The current situation – A plagiarism overview					
	2.1.	Basic Classification of Plagiarisms	5			
		2.1.1. Copy&paste	5			
		2.1.2. Copy, shake&paste	5			
		2.1.3. Patchwriting (rewording)	5			
		2.1.4. Structural plagiarism	5			
		2.1.5. Translations	5			
	2.2.	How to detect plagiarism	5			
		2.2.1. Software systems	5			
		2.2.2. Human approach	5			
	2.3.	Vroni Plag	5			
3.	System Requirements					
	3.1.	Target Group	6			
	3.2.	User roles	6			
	3.3.	Basic functionalities	6			
	3.4.	Document Parser	6			
	3.5.	Detection Modes	6			
	3.6.	Plugin Architecture	6			
	3.7.	Use Cases	6			
4.	Developing Unplagged					
	4.1.	Installation	7			
		4.1.1. Tesseract	7			
		4.1.2. Simtext	7			
		113 Imagemagick	7			

	4.2.	Develo	opment Environment	7		
		4.2.1.	Git	7		
		4.2.2.	Netbeans	7		
		4.2.3.	Staging and Preview System	7		
	4.3.	Archit	ectural Goals	7		
		4.3.1.	Progressive Enhancement	7		
		4.3.2.	Test Driven Development	7		
		4.3.3.	Responsive Design	7		
Α.	Spri	nts		8		
B. Minutes						
C.	Tim	e Logg	ing	10		
D.	D. Selected Sources					

## 1. Einleitung

# 2. The current situation – A plagiarism overview

- 2.1. Basic Classification of Plagiarisms
- 2.1.1. Copy&paste
- 2.1.2. Copy, shake&paste
- 2.1.3. Patchwriting (rewording)
- 2.1.4. Structural plagiarism
- 2.1.5. Translations
- 2.2. How to detect plagiarism
- 2.2.1. Software systems
- 2.2.2. Human approach
- 2.3. Vroni Plag

## 3. System Requirements

- 3.1. Target Group
- 3.2. User roles
- 3.3. Basic functionalities
- 3.4. Document Parser
- 3.5. Detection Modes
- 3.6. Plugin Architecture
- 3.7. Use Cases

### 4. Developing Unplagged

- 4.1. Installation
- 4.1.1. Tesseract
- **4.1.2.** Simtext
- 4.1.3. Imagemagick
- 4.2. Development Environment
- 4.2.1. Git
- 4.2.2. Netbeans
- 4.2.3. Staging and Preview System
- 4.3. Architectural Goals
- 4.3.1. Progressive Enhancement
- 4.3.2. Test Driven Development
- 4.3.3. Responsive Design

## A. Sprints

#### **B.** Minutes

## C. Time Logging

### **D. Selected Sources**

#### Literaturverzeichnis

[Inc11] WebMediaBrands Inc. Allfacebook. http://allfacebook.de/userdata/, 2011. [Online; accessed 11-August-2011].