Team #104

# **BLACK SHEEP**

PLAGIARISM DETECTOR

## **TEAM**

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# SYSTEM FUNCTIONALITY

- REGISTER
- LOGIN
- UPLOAD SUBMISSIONS
- PROJECT SIMILARITY STATISTICS
- CODE MATCH SIDE BY SIDE COMPARISON
  - STRUCTURE MATCH
  - CODE MOVEMENT
  - COMMENTS MATCH

## **ACCOMPLISHMENTS**

#### LIVE SYSTEM SUCCESSFULLY DEPLOYED ON AWS.

- USER FRIENDLY AND INTUITIVE UI AND UX.
- ROLE BASED LOGIN &VALIDATED REGISTRATION (INCLUDES EXISTING EMAIL CHECK)
- MULTIPLE SUBMISSIONS
- CHOICE BASED STRATEGY SELECTION
- VIEW THE RESULT AS A PERCENTAGE/VIEW DETAILED CODE MATCHES

## **KEY FEATURES**

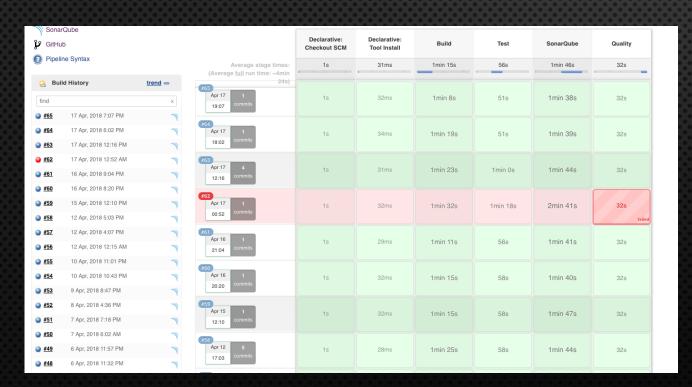
ON DEMAND STRATEGY SELECTION.

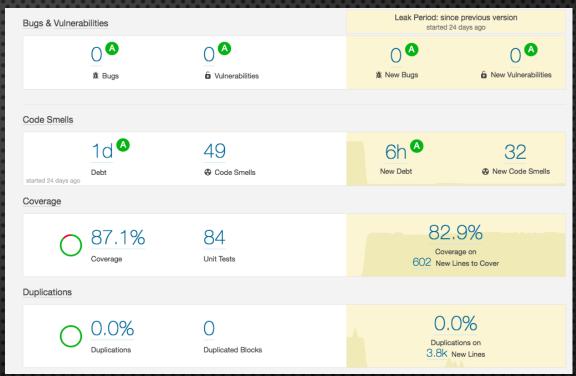
SIDE BY SIDE COMPARISON

MATCH TYPE HIGHLIGHTED WITH COLOR IN CODE

# QUALITY REPORT

## Jenkins





SonarQube

## **TEAM WORK**

- TEAM COMPOSITION:
  - 1 DEV OPS
  - 1 FRONT END DEVELOPER
  - 2 BACK END DEVELOPERS
- AGILE:
  - SPRINT 1: DAILY SLACK UP'S OF 15 MIN.
  - SPRINT 2/3: DAILY STAND UP MEETINGS OF 20 MIN.
  - PEER PROGRAMMING.

## **PROCESSES FOLLOWED**

- TEST DRIVEN APPROACH
- PEER PROGRAMMING
- CODE REVIEWS
- JIRA
  - SMART COMMITS
  - SPRINTS
- CONTINUOUS INTEGRATION
  - JENKINS
- PULL REQUESTS
  - RESTRICTED ACCESS TO MASTER
- QUALITY GATE
  - SONARQUBE

# **TEAM CHALLENGES/RESOLUTIONS**

### CHALLENGES

- DIFFERENT IDEAS AND PERSPECTIVE.
- INCLUSION OF FEATURES VS BUILD DEADLINE
- REQUIRED SKILLS VS EXISTING SKILLS

### • RESOLUTIONS:

- EXTENSIVE DISCUSSIONS ON ALL IDEAS
- FEASIBILITY/PROS AND CONS
- DECIDING AS A TEAM
- ACTUAL USER FEEDBACK

## **FUTURE UPDATES**

- SECURITY
  - JWT TOKEN AUTHENTICATION
- STABILITY
  - BROWSER CRASH
  - SYNC TO AYSNC CALLS FOR STABILITY & EFFICIENCY
- BROWSER SUPPORT
  - FOR ALL BROWSERS AFTER NEXT RELEASE
- NEW FEATURE
  - FILE WISE COMPARISON IN ADDITION TO PROJECT WISE COMPARISON