

Team #104

# BLACK SHEEP

PLAGIARISM DETECTOR

# TEAM

- PRASHANT HAVANGI
- MANPREET KAUR
- PENG TONG
- ATHUL MURALIDHARAN

# 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

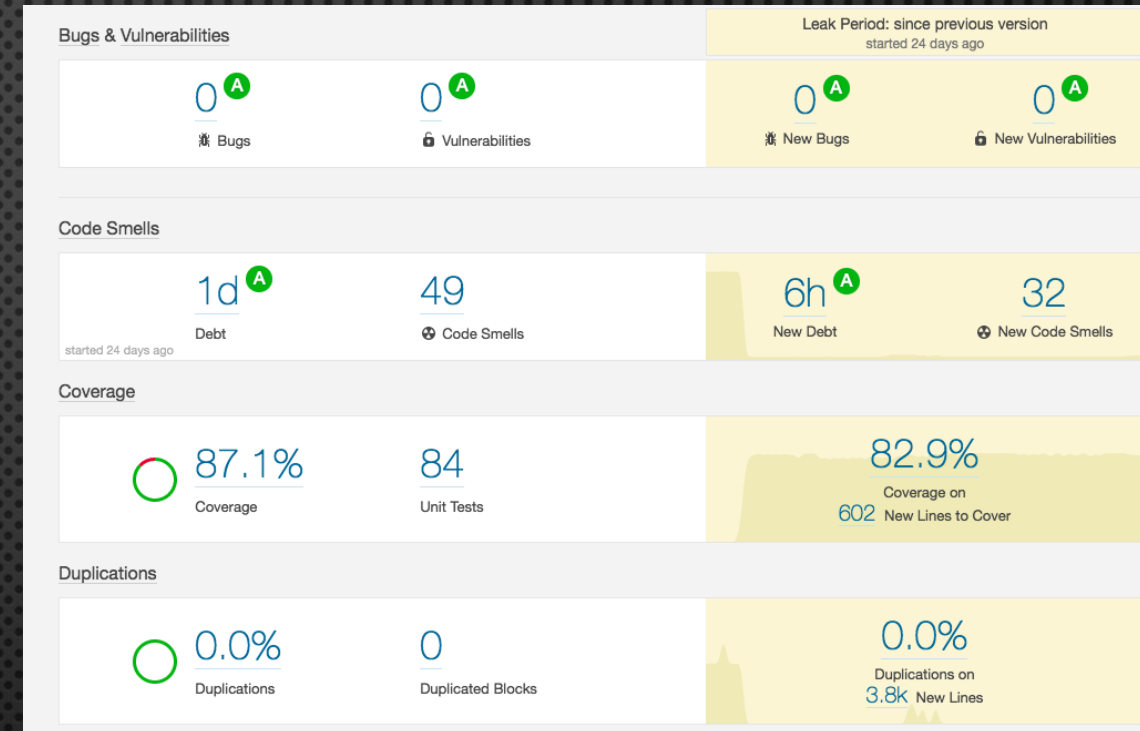
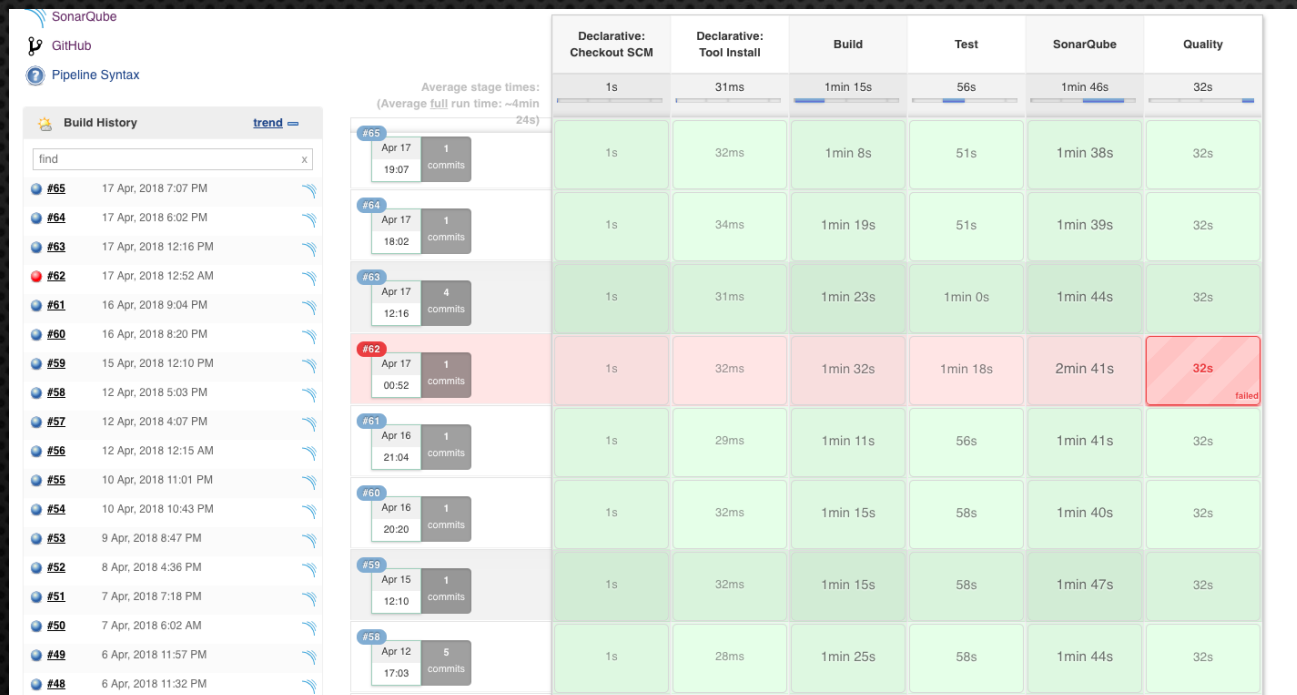
# KEY FEATURES

- ON DEMAND STRATEGY SELECTION.
- SIDE BY SIDE COMPARISON
- MATCH TYPE HIGHLIGHTED WITH COLOR IN CODE



# QUALITY REPORT

Jenkins



SonarCube

# 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.
  - TIME AND SCHEDULING CONSTRAINTS.
  - MISALIGNED SKILL SETS.
  - STEEP LEARNING CURVE TO OVERCOME MISSING SKILLS
- RESOLUTIONS:
  - EXTENSIVE DISCUSSIONS ON ALL IDEAS
  - FEASIBILITY/PROS AND CONS
  - DECIDING AS A TEAM

# FUTURE UPDATES

- SECURITY
  - JWT TOKEN AUTHENTICATION
- UI
  - SYNC TO AYSNC CALLS FOR STABILITY & EFFICIENCY
  - ANGULAR APP IN PLACE OF VANILLA JAVASCRIPT
- BACKEND
  - ADDITION OF API FOR FETCHING CODE ON DEMAND ( FILE BASED CODE FETCH)
  - REDUCED BROWSER OVERHEAD
  - PROJECT BASED COMPARISON TO FILE BASED COMPARISON