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Q1.

a)

Reasons why plagiarism occurs

1. Due to the lack of knowledge in coding concept which may lead to user referring to a code repository.
2. Students are pressured with the deadlines of the assessment and to submit an assessment that is well done through means of plagiarism.
3. The lack of time to meet deadlines happens when procrastination occurs. When this happens, coders might result to copy pasting codes for convenience’s sake.
4. Not knowing the severity of plagiarism and lacking the resource to do proper research on coding.

How to avoid plagiarism

1. By studying and understanding coding concept. Doing more research and reading up on coding will help to have a better understanding of coding.
2. When having references used for assignment, it is important to do proper citation in order to give credit to people’s work that is researched on.
3. Making an effort to write original code. You can take the knowledge from other people’s coding work and rewrite the code into an original work.
4. Using plagiarism checker tools to assist to check for the plagiarism level of the code. These tools can be easily accessed online. (Copyleaks, 2021)

[Word Count: 194 words]

b)

def choose\_gaming\_platform():

print("Welcome to Choose your Gaming Platform!")

print("1. PC")

print("2. Xbox")

print("3. PlayStation")

print("4. Nintendo")

choice = input("Please choose a gaming platform (1/2/3/4):")

if choice == '1':

print("PC")

elif choice == '2':

print("Xbox")

elif choice == '3':

print("PlayStation")

elif choice == '4':

print("Nintendo")

chosen\_platform = choose\_gaming\_platform()

Output:

Welcome to Choose your Gaming Platform!

1. PC

2. Xbox

3. PlayStation

4. Nintendo

Please choose a gaming platform (1/2/3/4): 3

PlayStation

This code allows the user to choose their preferred gaming platform from four choices. The four choices are 1. PC, 2. Xbox, 3. PlayStation and 4. Nintendo. The output of the code will then show the user the different options for their preferred gaming platform. The code will then prompt the user to select a gaming platform of their choice by selecting the corresponding number. The user will have to key in an option using number 1,2,3 or 4. Once chosen, it will then show the user their preferred choice of gaming platform. The output of the code will first have an introduction for the user where it states “Welcome to Choose your Gamming Platform!”. This allows the user to feel as though they are in game.

[Word Count: 127 words]

c)

def select\_gaming\_platform():

print("Please select preferred Gaming Platform to play!")

print("1. PC")

print("2. Xbox")

print("3. PlayStation")

print("4. Nintendo")

print("5. Mobile")

choice = input("Please select a gaming platform (1/2/3/4/5):")

if choice == '1':

print("PC")

elif choice == '2':

print("Xbox")

elif choice == '3':

print("PlayStation")

elif choice == '4':

print("Nintendo")

elif choice == '5':

print("Mobile")

chosen\_platform = select\_gaming\_platform()

if chosen\_platform:

print("You have selected {chosen\_platform} as your preferred gaming platform, time to play!")

Output:

Please select preferred Gaming Platform to play!

1. PC

2. Xbox

3. PlayStation

4. Nintendo

5. Mobile

Please select a gaming platform (1/2/3/4/5): 4

You have selected Nintendo as your preferred gaming platform, time to play!

Rationale for rewriting code:

1. The definition of function name has been changed from “choose\_gaming\_platform” to “select\_gaming\_platform”. By changing the function name, it can minimize plagiarism for coding. One can also modify to code to better suit the developer needs by adding own functionality to improve performance. This function still shows the reliability of the code without changing its purpose of the code.
2. Adding an additional option from four options to five options. By adding an additional option, the code is being rewritten to better serve its purpose of allowing user to have better options to select their gaming platform. Adding an additional option for the user prevents code plagiarism as the code is rewritten while serving the same purpose.
3. An ending message was added to the code once the user has chosen an option. Previously there was no message and once the user has chosen an option, the result will show the chosen platform. But in order to prevent coding plagiarism, an end message was added which shows “You have selected (chosen\_platform) as your preferred platform, time to play!”. Not only does this rewrite the code, it also has an enhanced user output where user can get feedback from the code.

[Word Count: 204 words]

Q2.

def display\_products():

print("We have a list of products here:")

print("1. Laptop")

print("2. Mouse")

print("3. Webcam")

print("4. Keyboard")

print("5. Speaker")

available\_products = ["laptop", "mouse", "webcam", "keyboard", "speaker"]

display\_products()

item = input("Hello! What do you want to buy? ")

print("This is your shopping list:")

Output:

We have a list of products here:

1. Laptop

2. Mouse

3. Webcam

4. Keyboard

5. Speaker

This is your shopping list:

Hello! What do you want to buy? Mouse

1. To improve the code, there is the define display\_products and subsequently a print of all products available. By doing so, the user can know the available products from the shop and the user can choose from the listed available products. This function is also useful for updating of available products or if there are any changes made to the list. The user will be able to see it easily.
2. A prompted message for the user showing “Hello! What do you want to buy?”. This allows the user to know where to input the selected item of preferred item. This also gives feedback to user.
3. End message showing “This is your shopping list” where it shows the user what is the items chosen from the user. This also gives a better user output where is lists down the items chosen so that the user can view it easily.

[Word Count: 150 words]

*References*

**Avoiding Plagiarism** (Oregon Tech, Oregon Institute of Technology. March 2011)

<https://www.oit.edu/library/help/avoiding-plagiarism#:~:text=It%20is%20also%20considered%20plagiarism,actual%20code%20copied%20from%20elsewhere>.

**All You Need to Know About Plagiarism in Coding** (Copyleaks. July 9, 2021)

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