

**ANL252 (Online)**

**Python for Data Analytics**

# **Tutor-Marked Assignment**

**July 2023**

**Submitted by:**

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**Submission Date: 15/09/2023**

Question 1

a)

**Plagiarism in Coding:**

**Lack of Understanding:** Students may copy code when they don't grasp its logic, leading to surface-level plagiarism (Li & Culwin, 2003).

**Time Pressure:** Tight deadlines can compel students to seek quick solutions through code plagiarism (Yamada, 2015).

**Online Resources:** Easy access to code online tempts learners to copy without comprehension, especially from websites like GitHub (Bosnic et al., 2020).

**Peer Pressure:** Peer competition can promote plagiarism as students fear falling behind their peers (Mansoor & Saleem, 2019).

**Avoiding Coding Plagiarism:**

**Understanding Code:** Encourage a deep understanding of code concepts to reduce the temptation to copy (Hundhausen et al., 2002).

**Citation:** Teach students to properly cite external resources in their code, giving credit where due (Iqbal et al., 2017).

**Time Management:** Emphasize effective time management to prevent last-minute rushes, which often lead to plagiarism (Lancaster & Cotarlan, 2003).

**Individual Effort:** Promote collaborative learning but ensure individual contributions to assignments to uphold academic integrity (Nguyen et al., 2015).

b)

print("Welcome to my computer quiz to test your knowledge on computer parts!")

playing = input("Are you ready to start? ")

if playing != "yes":

    quit()

print("Okay! Let's play :)!")

answer = input("What does CPU stand for ?")

if answer == "central processing unit":

    print("Correct!")

else:

    print("Incorrect!")

answer = input("What does GPU stand for ?")

if answer == "graphics processing unit":

    print("Correct!")

else:

    print("Incorrect!")

answer = input("What does RAM stand for ?")

if answer == "random access memory":

    print("Correct!")

else:

    print("Incorrect!")

answer = input("What does PSU stand for ?")

if answer == "power supply":

    print("Correct!")

else:

    print("Incorrect!")

print("This is the end of the quiz you for your participation!")

**Rough description on what the code does and how it can be used.**

So, this piece of code is an open-ended answer kind of quiz. Where there is a fixed answer to each question.

1. It will start off with an introduction on what it is about

2. Then proceed to asking whether the student is ready to take the quiz

3. Then it will be followed by 4 questions.

4. If the student can key in the right answer “Correct!” will be generated, if not “Incorrect!” will be generated

5. It will end off with “This is the end…” to inform the students that the quiz has ended

This will be helpful for both the students and the teachers to check on their understanding in whichever relevant topics that is gone through. Thus, with this the teacher will be able to filter out students that might need more help in understanding the concepts that are taught. The students themselves can voluntarily do so as well if they felt like they couldn’t do the quiz.

c)

print("Welcome to my computer quiz to test your knowledge on computer parts!")

playing = input("Are you ready to start? ")

if playing.lower() != "yes":

    quit()

print("Okay! Let's play :)!")

score = 0

answer = input("What does CPU stand for ?")

if answer.lower() == "central processing unit":

    print("Correct!")

    score += 1

else:

    print("Incorrect!")

answer = input("What does GPU stand for ?")

if answer.lower() == "graphics processing unit":

    print("Correct!")

    score += 1

else:

    print("Incorrect!")

answer = input("What does RAM stand for ?")

if answer.lower() == "random access memory":

    print("Correct!")

    score += 1

else:

    print("Incorrect!")

answer = input("What does PSU stand for ?")

if answer.lower() == "power supply":

    print("Correct!")

    score += 1

else:

    print("Incorrect!")

print("You got " + str(score) + "questions correct!")

print("Which is" + str((score/4)\*100) + "%")

print("This is the end of the quiz you for your participation!")

**Rationale behind rewriting the code**

1. To ensure even if “Yes”, “YES” is accepted by the code I added the .lower() function such that the programs switches everything into lower case letters when the participant keys in their answer

2. I defined “score” and added a scoring function to allow students to check their scores for the quiz

3. Added a total score add the end of the quiz such that the students will be able to see how they fair in the test.

4. Added a percentage depiction of the participants score such that they can identify whether the students have passed or fail the test. Traditionally 50% is the passing grade most of the time.

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Question 2

products = {"laptop": 1500,"mouse": 50,"webcam":70 ,"keyboard": 50,"speaker": 50}

updated\_items = []

print(f"This is the list of products we have here:{products}")

while True:

item = input("Hello! What would you like to get ? ").strip().lower()

if item not in products:

print("Wrong product! Please try again.")

continue

price = products[item]

updated\_items.append({"item": item, "price": price})

query = input("Would you like to continue shopping ? (yes/no) ").strip().lower()

if query != "yes":

break

print("This is your updated shopping list:")

for item\_data in updated\_items:

print(f"Item: {item\_data['item']}, Price: $ {item\_data['price']}")

print("Thank you for shopping with us today!")

**Explanation**

Reliability:

Error Handling: The code effectively handles input errors by checking if the entered product is in the dictionary. If not, it provides an error message and continues, ensuring that incorrect input doesn't crash the program.

Continuous Shopping: It uses a while loop with a clear exit condition (query != "yes") to allow users to continue shopping until they choose to exit. This ensures a reliable and user-friendly shopping experience.

Clear Output: The code provides clear and informative output, including the updated shopping list and a thank-you message, enhancing the user's trust and understanding.

Readability:

Variable Names: Meaningful variable names, such as item, price, and query, make the code self-explanatory and easy to understand.

Structured Output: The code formats the output in a structured manner, making it easy to read and comprehend.

Maintainability:

Use of a Dictionary: Storing products and prices in a dictionary is a maintainable approach. If you need to add, update, or remove products, you can do so easily in one place without extensive code changes.

Modular Code: Although it's a relatively short script, the code is modular and easy to update. For larger applications, this modularity would be even more valuable.

**References**

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