# Plagiarism & Self C-P

# Plagiarism check - TicTacToe

**Distribution:**

| | | |
|---|---|---|
| 90% - 100% | 7 | # |
| 80% - 90% | 4 | # |
| 70% - 80% | 2 | # |
| 60% - 70% | 13 | # |
| 50% - 60% | 41 | # |
| 40% - 50% | 89 | ## |
| 30% - 40% | 114 | ### |
| 20% - 30% | 114 | ### |
| 10% - 20% | 519 | ########### |
| 0% - 10% | 2838 | ########################################################################################## |

100%

Tokens
100

100.0%

2_Student20170[redacted].c

```
#include <stdio.h>
void display(char b[][3])
{
   char ch;
   int i, j;
   printf("    0 1 2₩n");
   printf("   ――――₩n");
   for (i = 0; i < 3; i++) {
      printf("%d |", i);
      for (j = 0; j < 3; j++)
         printf(" %c", b[i][j]);
      printf("₩n");
   }
}

void _main()
{
   char board[3][3];
   char turn = 'X';
   int r, c;
   int i, j;
   int count;
   int win = 0;

   for(i = 0; i < 3 ; i++)
      for(j = 0 ; j < 3 ; j++ )
         board[i][j] = ' ';
   count = 1;
   display(board);
   do
   {
      printf("Player %c (row column) ", turn);
      scanf("%d %d", &r, &c);

      if(board[r][c] != ' ')
         continue;
      count++;
      board[r][c] = turn;
      display(board);


      for (i = 0; i < 3; i++)
         for (j = 0; j < 3; j++)
         {
            if(i + j == 2)
               if(board[i][j] == turn)
                  win++;
```

1_Student20170[redacted].c

```
#include <stdio.h>
void display(char b[][3])
{
   char ch;
   int i, j;
   printf("    0 1 2₩n");
   printf("   ――――₩n");
   for (i = 0; i < 3; i++) {
      printf("%d |", i);
      for (j = 0; j < 3; j++)
         printf(" %c", b[i][j]);
      printf("₩n");
   }
}

void _main()
{
   char board[3][3];
   char turn = 'X';
   int r, c;
   int i, j;
   int count;
   int win = 0;

   for(i = 0; i < 3 ; i++)
      for(j = 0 ; j < 3 ; j++ )
         board[i][j] = ' ';
   count = 1;
   display(board);
   do
   {
      printf("Player %c (? ?) ", turn);
      scanf("%d %d", &r, &c);

      if(board[r][c] != ' ')
         continue;
      count++;
      board[r][c] = turn;
      display(board);

      for (i = 0; i < 3; i++)
         for (j = 0; j < 3; j++)
         {
            if(i + j == 2)
               if(board[i][j] == turn)
                  win++;
         }
```

9x%

92.5%

| Tokens |
| --- |
| 36 |
| 32 |

3_Student2017[redacted].c

```
#include <stdio.h>
void display(char b[][3])
{
	char ch;
	int i, j;
	printf("    0 1 2₩n");
	printf("   ―――₩n");
	for (i = 0; i < 3; i++)
	{
		printf("%d |", i);
		for (j = 0; j < 3; j++)
			printf(" %c", b[i][j]);
		printf("₩n");
	}
}
char check(char b[][3])
{
	int i, j;
	for (i = 0; i < 3; i++)
	{
		if (b[i][0] == b[i][1] && b[i][1] == b[i][2] && b[i][2] != ' ')
			return b[i][2];
		else if (b[0][i] == b[1][i] && b[1][i] == b[2][i] && b[2][i] != ' ')
			return b[2][i];
	}
	if (b[0][0] == b[1][1] && b[1][1] == b[2][2] && b[2][2] != ' ')
		return b[2][2];
	if (b[0][2] == b[1][1] && b[1][1] == b[2][0] && b[2][0] != ' ')
		return b[2][0];
	else
		return 0;
}
int _main(void)
{
   char board[3][3];
   char ch;
   char turn = 'X';
   int r, c;
   int i, j;
   int count;
   int win;

   for(i = 0; i < 3 ; i++)
	for(j = 0 ; j < 3 ; j++)
		board[i][j] = ' ';

   count = 1;
```

2_Student2017[redacted].c

```
#include <stdio.h>
void display(char b[][3])
{
	int i, j;

	printf("    0 1 2₩n");
	printf("   ―――₩n");

	for (i = 0; i < 3; i++)
	{
		printf("%d |", i);

		for (j = 0; j < 3; j++)
			printf(" %c", b[i][j]);
		printf("₩n");
	}
}

char checkWinner(char b[][3])
{
	int i, j;

	for (i = 0; i < 3; i++)
	{
		if (b[0][i] == b[1][i] && b[1][i] == b[2][i] && b[2][i] != ' ')
			return b[2][0];
		else if (b[i][0] == b[i][1] && b[i][1] == b[i][2] && b[i][2] != ' ')
			return b[2][2];
	}

	if (b[0][0] == b[1][1] && b[1][1] == b[2][2] && b[2][2] != ' ')
		return b[2][2];
	if (b[0][2] == b[1][1] && b[1][1] == b[2][0] && b[2][0] != ' ')
		return b[2][0];
	else
		return 0;
}

int _main(void)
{
   char board[3][3];
   char turn = 'X';
   int r, c;
   int i, j;
   int count;
   int win;
   int t;
```

8x%

83.9%

| Tokens |
| --- |
| 32 |
| 41 |

```
char check_winner(char b[][3])
{
	int i;

	for (i = 0;i < 3; i++)
		if (b[0][i] == b[1][i])
			if (b[1][i] == b[2][i]) {
				if (b[0][i] == ' ')
					continue;
				else
					return b[0][i];
			}

	for (i = 0;i < 3; i++)
		if (b[i][0] == b[i][1])
			if (b[i][1] == b[i][2]) {
				if (b[i][0] == ' ')
					continue;
				else
					return b[i][0];
			}

	if (b[0][0] == b[1][1])
		if (b[1][1] == b[2][2])
			return b[0][0];

	if (b[0][2] == b[1][1])
		if (b[1][1] == b[2][0])
			return b[0][2];

	return ' ';
}

int _main(void)
{
   char board[3][3];
   char turn = 'X';
   int row, col;
   int count;
   char win = ' ';

   init_game(board);
   count = 1;
   display_board(board);
   do
   {
		printf("Player %c(row column):", turn);
	scanf("%d %d", &row, &col);

		if (row > 2 || col > 2)
			continue;
	if (board[row][col] != ' ')
			continue;
```

```
   for (i = 0; i < 3; i++)
      for (j = 0; j < 3; j++)
         b[i][j] = ' ';
}

char check_winner(char b[][3])
{
   int i;

   for (i = 0; i < 3; i++) {
      if (b[0][i] == b[1][i])
         if (b[1][i] == b[2][i])
            return b[0][i];
   }

   for (i = 0; i < 3; i++) {
            if (b[i][0] == b[i][1])
               if (b[i][1] == b[i][2])
                  if (b[i][0] == ' ')
                     continue;
                  else
                    return b[i][0];
   }

   if (b[0][0] == b[1][1])
      if (b[1][1] == b[2][2])
         return b[0][0];

   if (b[0][2] == b[1][1])
      if (b[1][1] == b[2][0])
         return b[0][2];

   return ' ';
}

int _main(void)
{
   char board[3][3];
   char turn = 'X';
   int row, col;
   int count;
   char win = ' ';

   init_game(board);
   count = 1;
   display(board);
   do
   {
      printf("Player %c(row column):", turn);
        scanf("%d %d", &row, &col);

            if (row > 3 || col > 3)
               continue;
```

# How many carry operations?

| | | |
|---|---|---|
| 90% - 100% | 5 | # |
| 80% - 90% | 4 | # |
| 70% - 80% | 13 | # |
| 60% - 70% | 24 | # |
| 50% - 60% | 42 | # |
| 40% - 50% | 24 | # |
| 30% - 40% | 1 | # |
| 20% - 30% | 7 | # |
| 10% - 20% | 0 | . |
| 0% - 10% | 3283 | ################################################################################ |

# Palindrome

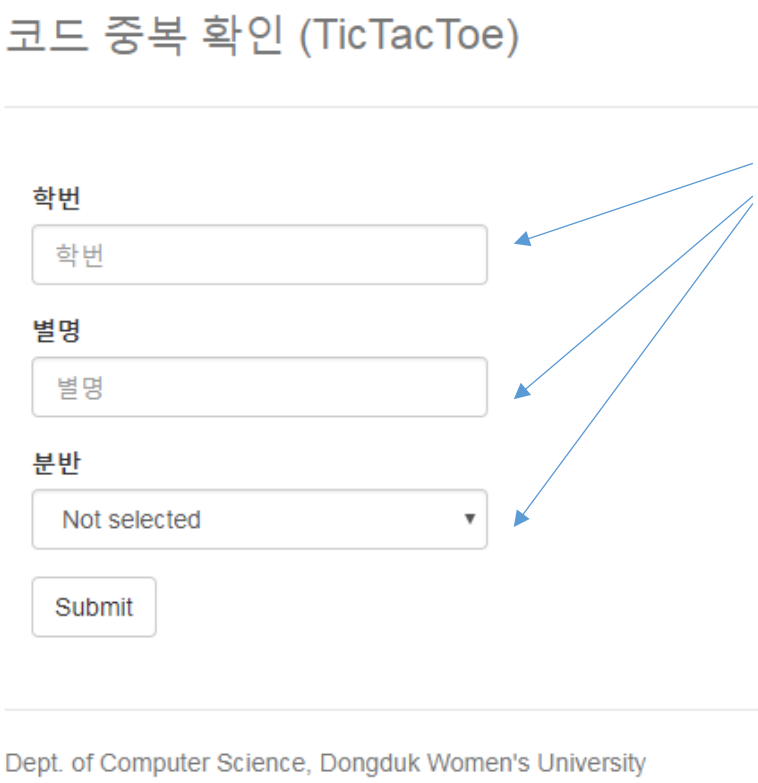
| | | |
|---|---|---|
| 90% - 100% | 1 | # |
| 80% - 90% | 4 | # |
| 70% - 80% | 2 | # |
| 60% - 70% | 7 | # |
| 50% - 60% | 30 | # |
| 40% - 50% | 60 | # |
| 30% - 40% | 190 | ##### |
| 20% - 30% | 98 | ## |
| 10% - 20% | 27 | # |
| 0% - 10% | 2821 | ########################################################################## |

# How many ones?

| | | |
|---|---|---|
| 90% - 100% | 6 | # |
| 80% - 90% | 1 | # |
| 70% - 80% | 1 | # |
| 60% - 70% | 8 | # |
| 50% - 60% | 11 | # |
| 40% - 50% | 10 | # |
| 30% - 40% | 11 | # |
| 20% - 30% | 3 | # |
| 10% - 20% | 0 | . |
| 0% - 10% | 3109 | ########################################################################################## |

# Self C-P Check

# Self C-P Check




**Your information**

# Self C-P Check

## 코드 중복 확인 (TicTacToe)

Your log

```
---------------------------------------
Added /home/hhyuck/lecture/cpd-report/TicTacToe_code_rep/./Student20141/Student20141.c
Found a 5 line (35 tokens) duplication in the following files:
Starting at line 44 of /home/hhyuck/lecture/cpd-report/TicTacToe_code_rep/./Student20141/Student20141.c
Starting at line 52 of /home/hhyuck/lecture/cpd-report/TicTacToe_code_rep/./Student20141/Student20141.c

for (i = 0; i < 3; i++)
{
sum = 0;
for (j = 0; j < 3; j++)
sum += b[i][j];
=====================================================================
Found a 4 line (25 tokens) duplication in the following files:
Starting at line 60 of /home/hhyuck/lecture/cpd-report/TicTacToe_code_rep/./Student20141/Student20141.c
Starting at line 67 of /home/hhyuck/lecture/cpd-report/TicTacToe_code_rep/./Student20141/Student20141.c

sum = 0;
for (i = 0; i < 3; i++)
{
sum += b[i][i];


---------------------------------------
```

# Self C-P Check

- My code (?)

```
40 int win(int b[][3])
41 {
42     int i, j;
43     int sum;
44     for (i = 0; i < 3; i++)
45     {
46         sum = 0;
47         for (j = 0; j < 3; j++)
48             sum += b[i][j];
49         if (winCheck(sum)) return 1;
50     }
51
52     for (i = 0; i < 3; i++)
53     {
54         sum = 0;
55         for (j = 0; j < 3; j++)
56             sum += b[j][i];
57         if (winCheck(sum)) return 1;
58     }
59
60     sum = 0;
61     for (i = 0; i < 3; i++)
62     {
63         sum += b[i][i];
64     }
65     if (winCheck(sum)) return 1;
66
67     sum = 0;
68     for (i = 0; i < 3; i++)
69     {
70         sum += b[i][3 - i - 1];
71     }
72     if (winCheck(sum)) return 1;
73
74     return 0;
75 }
```