
COMPUTER SCIENCE

9608/22

Paper 2 Written Paper

October/November 2016

MARK SCHEME

Maximum Mark: 75

Published

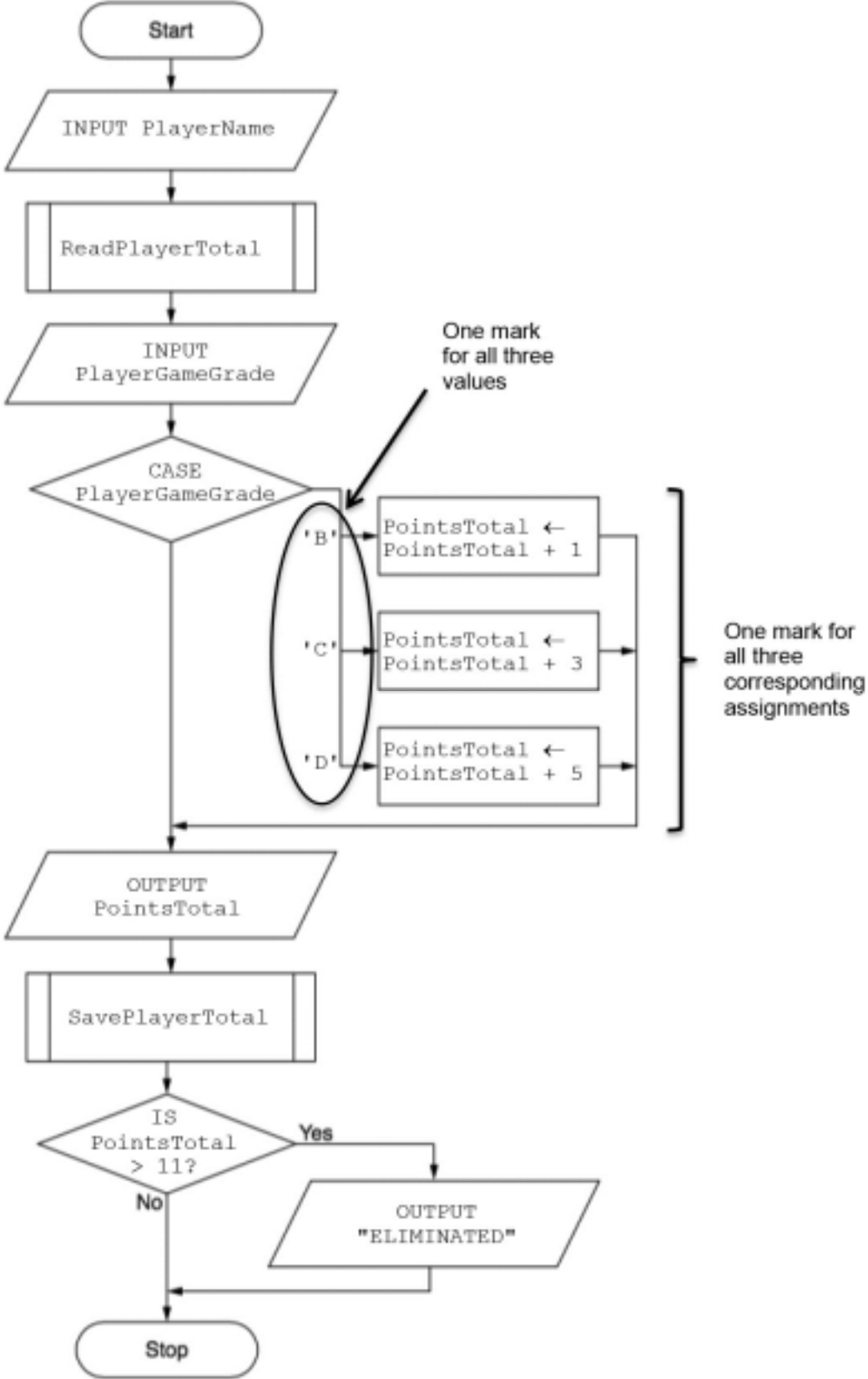
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1 (a)



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Mark as follows:

- One mark per shape, correctly labelled (except for three assignments as noted above)
 - One mark for three selection values ('B', 'C' and 'D')
- [9]

(b)

PointsTotal	PlayerGameGrade	Updated	Output
n	A	n	n
n	B	n + 1	n + 1
n	C	n + 3	n + 3
n	D	n + 5	n + 5
e.g. 10	e.g. C	13	13 ELIMINATED

One mark per complete row testing **different** routes through the algorithm. [5]

(c) `INPUT PlayerGameGrade`
`WHILE NOT (PlayerGameGrade = 'A' OR`
`PlayerGameGrade = 'B' OR`
`PlayerGameGrade = 'C' OR`
`PlayerGameGrade = 'D')`
`OUTPUT "Invalid - Re-enter"`
`INPUT PlayerGameGrade`
`ENDWHILE`

One mark for each of:

- `WHILE ... ENDWHILE`
 - Correct condition in a loop
 - `INPUT` within loop plus one before loop // alternative arrangement leading to correct exit from loop
- [3]

2 (a) (i) 'e' [1]

(ii) "Cat-food" [1]

(iii) 213 [1]

(b) (i) 03 // 3 [1]

(ii) 29 [1]

(iii) 14 // 16 [1]

(iv) 18 // 24 // 25 [1]

(c) NextChar <> '*'

[1]

(d) (i)

				Numbers		
i	j	NextChar	NextNumberString	1	2	3
1	1	'2'				
			""			
			"2"			
	2	'3'	"23"			
	3	'*'		23		
2	4	'7'	""			
			"7"			
	5	'3'	"73"			
	6	'1'				
	7	'*'	"731"		731	
3	8	'5'	""			
	9	'*'	"5"			5
4	10	'#'				

One mark for each of columns 1 to 4

One mark for numbers 2 & 3 as shown in box

[5]

(ii) One mark for each of:

- Isolates / separates / splits up each numeric string / the numbers / data string separated by '*'
- Converts each numeric string / each number into an integer and
- Stores each integer in array (Numbers)

[Max. 2]

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- 3 (a) (i) Declaration of a variable // identifier [1]
- (ii) \$TimesTable, // \$UpTo // \$Posn // \$Product [1]
- (iii) 15 // 16 // 18 // 21 // 23 [1]
- (iv) Statements inside the loop are enclosed by curly brackets {} // or by example, such as {<statements>} [1]
- (b) (i) • a learned / existing skill...
• ... which can be applied to / used in a new situation / role [2]
- (ii) The ability to recognise:
- Similar syntax
 - Assignment / variables / data types
 - Common operators / symbols for functions (+, -, /, *, OR, AND, >, <...)
 - Control Structures
 - Iteration
 - Selection
 - Sequence
 - Layout / format (e.g. indentation)
 - Modular features
 - Objects
 - Procedures / Functions
- Any two of the above. [Max. 2]

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4 (a) `INT(RND() * 150) + 1`

One mark for each part as follows:

- `RND() * 150`
- `+ 1`
- `INT()`

[3]

(b) ‘Pseudocode’ solution included here for development and clarification of mark scheme. Programming language example solutions appear in the Appendix.

Expected Loop-based solution:

```

DECLARE i , NextNumber : INTEGER
FOR i ← 1 TO 4
    NextNumber ← 1 + INT(Rnd() * 150)
    OUTPUT NextNumber
ENDFOR

```

Mark as follows:

- Declaration of all variables used including data types
- Loop
- Assignment / calculation of (four) different random numbers (0 to 150) in a loop
- Output of four values

ALTERNATIVE Non-Loop version

```

DECLARE Num1, Num2, Num3, Num4 : INTEGER

Num1 ← INT(RND() * 150) + 1
Num2 ← INT(RND() * 150) + 1
Num3 ← INT(RND() * 150) + 1
Num4 ← INT(RND() * 150) + 1

OUTPUT Num1, Num2, Num3, Num4

```

Mark as follows:

- Declaration of all variables used including data types
- Assignment of four different random numbers (0 to 150)
- Assignment to four separate variables
- Output of four values

[4]

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(c) Visual Basic

Function GenerateNumber (ByVal AnyName AS INTEGER) AS INTEGER

Pascal

FUNCTION GenerateNumber (AnyName : INTEGER) : INTEGER

Python

def GenerateNumber (AnyName) :

- Mark as follows:
- Correct keyword + Function name
- Single input parameter of correct type
- Return parameter type [3]

- (d) (i) • Program code is modified
• following a change to the requirements [2]

- (ii) • Use an array / list / file to store each number generated // a flag value
• Check the array / list / file to see if the new random number has already been drawn
• If YES, generate another number
• If NO, output the number and update the array / list / file [Max. 3]

- 5 (a) • 2D array
• of type integer
• with identifier `PlayerScore` [Max. 2]

- (b) (i) Stepwise refinement // Top-Down Design [1]

- (ii) 'Pseudocode' solution included here for development and clarification of mark scheme. Programming language example solutions appear in the Appendix.

```
DECLARE ThisPlayerName : STRING
DECLARE PlayerName : ARRAY[1:8) OF STRING
DECLARE i : INTEGER
```

```
OPENFILE "NAMES.TXT" FOR READ
i ← 1
```

```
WHILE NOT EOF("NAMES.TXT")
  READFILE "NAMES.TXT", ThisPlayerName
  PlayerName[i] ← ThisPlayerName
  i ← i + 1
ENDWHILE
```

```
CLOSEFILE "NAMES.TXT"
```

One mark for each of:

- File open in read mode
- Loop until `EOF()` or count-controlled (8 iterations)
- Read a line from the file in a loop
- Assignment to `PlayerName[1 to 8]` from the file in a loop

Close file

[Max. 4]

- (iii) 'Pseudocode' solution included here for development and clarification of mark scheme. Programming language example solutions appear in the Appendix.

```
// search for player name ....
Found ← FALSE
i ← 1

REPEAT
  IF ThisPlayerName = PlayerName[i]
    THEN
      Found ← TRUE
      PlayerNumber ← i
    ELSE
      i ← i + 1
  ENDIF

UNTIL (Found = TRUE) OR (i = 9)
```

One mark for each of:

- Initialise `i` to 1 and `Found` to `FALSE`
- Loop through array `PlayerName` (including exit when found)
- Comparison: `ThisPlayerName = PlayerName[i]` in a loop
- `Found` set to `TRUE` if `ThisPlayerName` found

[Max. 4]

- (c) (i) • a nested // an inner and an outer
• count controlled // incremented loop(s)

[2]

(ii)

...	True
...	False

Both answers must be correct

[1]

- (iii) Error line number 5, 9 or 11 as follows:

Line 5:

The boundary value must be included //

```
IF PlayerScore[GameIndex, PlayerIndex] >= 100 // > 99
```

Line 9:

The boundary value must be included //

```
IF PlayerScore[GameIndex, PlayerIndex] >= 50 // > 49
```

Line 11:

One should be added to `Total50` (not `GameIndex`) //

```
Total50 ← Total50 + 1
```

One mark for line number + explanation

[1]

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- 6 (i) 10 / 10.0 [1]
- (ii) 18.4 [1]
- (iii) 41 [1]
- (iv) TRUE [1]
- (v) 12.4 [1]

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Appendix – Program code example solutions

Q4 (b): Visual Basic

```

Randomize()
Dim i As Integer
Dim NextNumber As Integer
For i = 1 To 4
    NextNumber = 1 + Int(Rnd() * 150)
    Console.WriteLine(NextNumber)
Next

```

OR

```

Randomize()
Dim Num1, Num2, Num3, Num4 As Integer
Num1 = 1 + Int(Rnd() * 150)
Num2 = 1 + Int(Rnd() * 150)
Num3 = 1 + Int(Rnd() * 150)
Num4 = 1 + Int(Rnd() * 150)
Console.WriteLine(Num1, Num2, Num3, Num4)

```

Q4 (b): Pascal

```

Var i : Integer;
    NextNumber : Integer;
Begin
    Randomize;
    For i := 1 To 4 Do
        Begin
            NextNumber := 1 + Random(150);
            Writeln(NextNumber);
        End;
        Readln;
    End.

```

OR

```

Var Num1, Num2, Num3, Num4 : Integer;
Begin
    Randomize;
    Num1 := 1 + Random(150);
    Num2 := 1 + Random(150);
    Num3 := 1 + Random(150);
    Num4 := 1 + Random(150);
    Writeln(Num1, Num2, Num3, Num4);
    Readln;
End.

```

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Q4 (b): Python

```
import random
# i : Integer
# NextNumber : Integer

for i in range(1, 5) :
    NextNumber = 1 + int(150 * random.random())
    print(NextNumber)
```

Alternative:

```
import random
# i Integer
# NextNumber Integer
for i in range(1, 5) :
    NextNumber = random.randint(1, 150)
    print(NextNumber)
```

OR

```
import random
# i Integer
# Num1, Num2, Num3, Num4 Integer

Num1 = random.randint(1, 150)
Num2 = random.randint(1, 150)
Num3 = random.randint(1, 150)
Num4 = random.randint(1, 150)

print(Num1, Num2, Num3, Num4)
```

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Q5 (b) (ii): Visual Basic

```
Dim PlayerName(8) As String
Dim i As Integer
FileOpen(1, "Names.txt", OpenMode.Input)
i = 1
Do
    PlayerName(i) = LineInput(1)
    i = i + 1
Loop Until EOF(1)
FileClose(1)
```

Alternative:

```
Dim PlayerName(8) As String
Dim i As Integer
FileOpen(1, "Names.txt", OpenMode.Input)
For i = 1 To 8
    PlayerName(i) = LineInput(1)
Next
FileClose(1)
```

Alternative:

```
Dim sr As StreamReader = New StreamReader("Names.txt")
Dim line As String
line = sr.ReadLine()
i = 1
Do While (line <> Nothing)
    PlayerName(i) = line
    i = i + 1
    line = sr.ReadLine()
Loop
sr.Close()
```

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Q5 (b) (ii): Pascal

```

Var Names : TextFile;
    i : Integer;
    PlayerName : Array[1..8] Of String;
Begin
    AssignFile(Names, 'Names.txt');
    Reset(Names);
    i := 1;
    While Not Eof(Names) Do
    Begin
        Readln(Names, PlayerName[i]);
        Writeln(PlayerName[i]);
        i := i + 1;
    End;
    Close(Names);
    Readln;
End.

```

Alternative:

```

Var Names : TextFile;
    i : Integer;
    PlayerName : Array[1..8] Of String;
Begin
    AssignFile(Names, 'Names.txt');
    Reset(Names);
    For i := 1 To 8 Do
    Begin
        Readln(Names, PlayerName[i]);
        Writeln(PlayerName[i]);
    End;
    Close(Names);
    Readln;
End.

```

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Q5 (b) (ii): Python

```
# playerName : List
# NextPlayer : String
# File : File handle
File = open("Names.txt", "r")
PlayerName = []
while (1) :
    NextPlayer = File.readline()
    if not NextPlayer :
        break
    else :
        PlayerName.append(NextPlayer)
File.close()
```

Alternative:

```
# playerName : List
# NextPlayer : String
# File : File handle
# i : Integer
File = open("Names.txt", "r")
PlayerName = []
for i in range(1, 9) :
    NextPlayer = File.readline()
    PlayerName.append(NextPlayer)
File.close()
```

Alternative:

```
# playerName : List
# NextPlayer : String
# File : File handle
# i : Integer
File = open("Names.txt", "r")
PlayerName = [" " for i in range(8)]
for i in range(1, 9) :
    PlayerName[i - 1] = File.readline()
File.close()
```

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Q5 (b) (iii): Visual Basic

```

Found = False
i = 1

Do
  If ThisPlayerName = PlayerName(i) Then
    Found = True
    PlayerNumber = i
  Else
    i = i + 1
  End If
Loop Until Found = True Or i = 9

```

Q5 (b) (iii): Pascal

```

Begin
Found := False;
  i := 1;
  Repeat
    If (ThisPlayerName = PlayerName[i]) Then
      Begin
        Found := True;
        PlayerNumber := i;
      End
    Else
      i := i + 1;
    Until (Found) Or (i = 9);
End.

```

Q5 (b) (iii): Python

```

Found = FALSE
PlayerName = [j.strip() for j in PlayerName]
if ThisPlayerName in PlayerName :
    PlayerNumber = PlayerName.index(ThisPlayerName) + 1
    Found = TRUE

```

Alternative:

```

Found = False
i = 1
while not Found and i < 9 :
    if ThisPlayerName == PlayerName[i].strip() :
        Found = True
        PlayerNumber = i
    else :
        i = i + 1

```

Alternative:

```

Found = False
for i in range(1, 9) :
    if ThisPlayerName == PlayerName[i].strip() :
        Found = True
        PlayerNumber = i

```