

CAMBRIDGE INTERNATIONAL EXAMINATIONS

Cambridge International Advanced Subsidiary and Advanced Level

MARK SCHEME for the October/November 2014 series

9691 COMPUTING

9691/21

Paper 2 (Written Paper), maximum raw mark 75

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1 (a) DIM Tally[1 : 4] OF INTEGER

1 mark for size

1 mark for data type (must be integer)

[2]

(b) (i) PROCEDURE InitialiseArrayCounts

DECLARE i : INTEGER

FOR i ← 1 TO 4

Tally[i] ← 0

ENDFOR

ENDPROCEDURE

1 mark for declaration/local variable

1 mark for loop 1 to 4

1 mark for array element set to 0

PROCEDURE InputStudentChoices

REPEAT

INPUT Choice

Tally[Choice] ← **Tally**[Choice] + 1

UNTIL Choice = 0

ENDPROCEDURE

1 mark for replacing CASE statement with single array element assignment

[4]

(ii) Football

Accept f.t. from (b)(i) (if array elements not numbered 1 to 4)

[1]

(c) PROCEDURE OutputTallyChart

OUTPUT "1 Cricket "

OutputTally(**Tally**[1])

OUTPUT "2 Football "

OutputTally(**Tally**[2])

OUTPUT "3 Tennis "

OutputTally(**Tally**[3])

OUTPUT "4 Swimming "

OutputTally(**Tally**[4])

ENDPROCEDURE

2 marks for all 4 array elements correct. 1 mark for 3 correct.

PROCEDURE OutputTally(SportCount : INTEGER)

IF **SportCount** > 0 // 1 mark

THEN

FOR i ← 1 TO **SportCount** // 1 mark

OUTPUT ``'

ENDFOR // 1 mark

ENDIF

OUTPUT NEWLINE // 1 mark

ENDPROCEDURE

[6]

(d)

Type of test data	Example test data	Justification
Normal	e.g. 1 or greater	Check correct number of bars output
Boundary	0	0 is smallest possible value And no bars should be output
Extreme	e.g. 2000	How is the procedure going to deal with a large number, more than bars fit on a line

1 mark for each cell

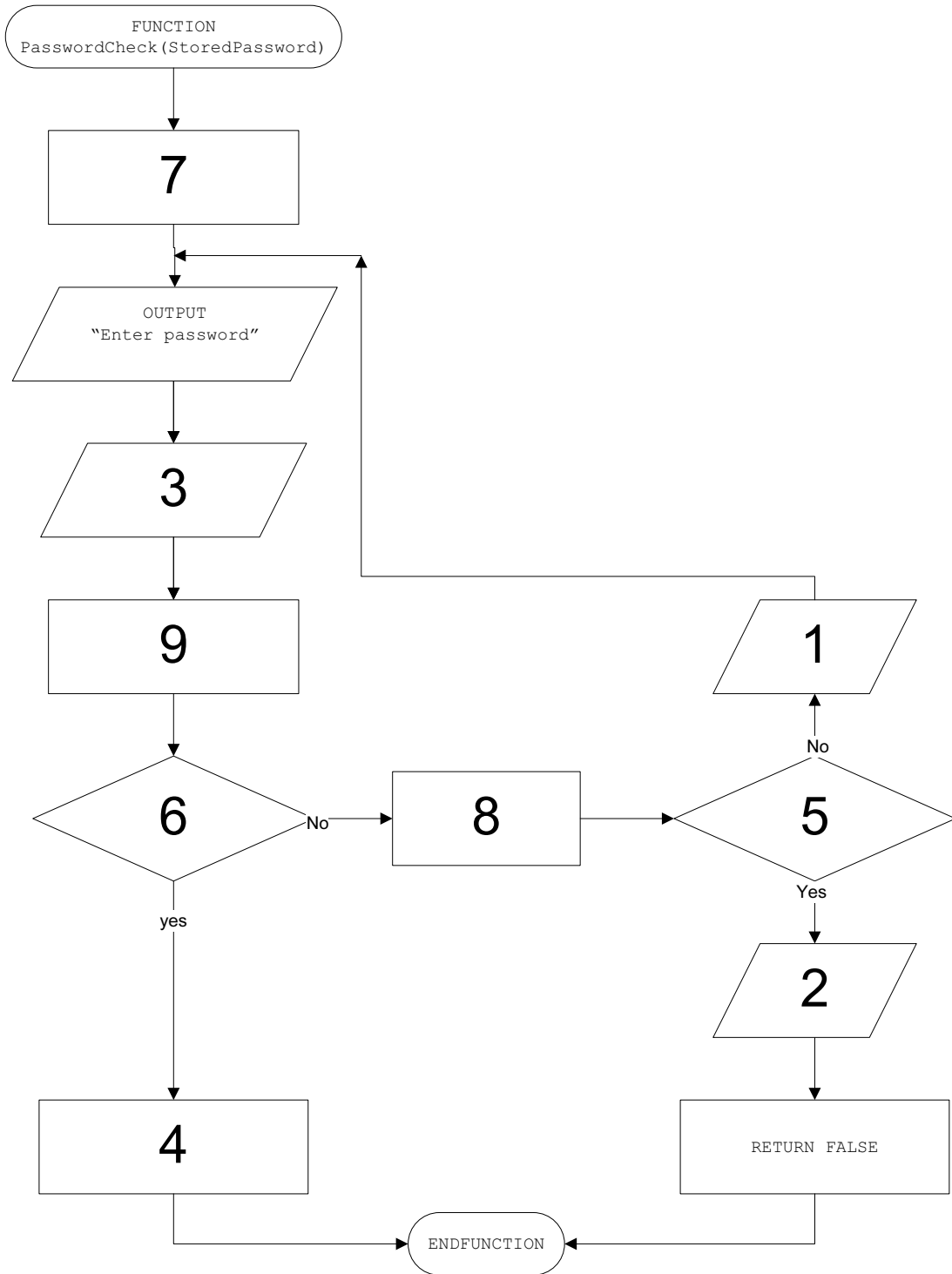
[9]

- (e) (i) – indentation
– meaningful identifiers
– initialising variables
– annotation
– parameters
– capitalisation of keywords
– modular structure
- (ii) – declaring variables/constants
– local variables

[3]

[1]

2 (a)



[9]

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```

(b) FUNCTION FindPassword(ThisUserID : STRING) RETURNS STRING
                                     // 1 mark
    DECLARE Found : BOOLEAN
    OPENFILE FOR INPUT
    Found ← FALSE
    WHILE NOT EOF AND Found = FALSE // 2 marks
        FILEREAD next record
        IF UserID = ThisUserID // 1 mark
            THEN
                Found ← TRUE // 1 mark
            ENDIF
        ENDWHILE
    IF Found = TRUE // 1 mark
        THEN
            RETURN EncryptedPassword // 1 mark
        ELSE
            RETURN Error code // 1 mark
        ENDIF
    CLOSEFILE
ENDFUNCTION

```

[8]

Alternative part:

```

IF Found = False // 1 mark
    THEN
        RETURN Error code // 1 mark
    ELSE
        RETURN EncryptedPassword // 1 mark
    ENDIF

```

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- 3 (a) (i) Mark as follows:
1 mark for a heading
1 mark for input boxes with units
1 mark for text output box with description
1 mark for button “calculate” or similar
Accept console mode design [4]
- (ii) 1 mark for explanation that fits design of (a)(i). [1]
- (b) (RoomWidth >=100) AND (RoomWidth < 1000)
1 mark for each bracketed part
1 mark for AND [3]
- (c) (i) 3 [1]
- (ii) RoomWidth MOD 30 > 0 // RoomWidth MOD 30 != 0 [1]
- (iii) e.g. Pascal
- ```
TilesForWidth := RoomWidth DIV 30;
IF RoomWidth MOD 30 > 0
 THEN TilesForWidth := TilesForWidth + 1;
TilesForLength := RoomLength DIV 30;
IF RoomLength MOD 30 > 0
 THEN TilesForLength := TilesForLength + 1;
TilesRequired := TilesForWidth * TilesForLength * 1.1; // +10%
```
- 1 mark for calculating tiles for length*  
*1 mark for calculating tiles for width*  
*1 mark for rounding up when needed*  
*1 mark for multiplying TilesForWidth and TilesForLength*  
*1 mark for adding 10% of total tiles required* [5]

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4 (a) (i) for example: 0 & -1 // TRUE & FALSE // 'O' & 'X' [1]

(ii) e.g. Pascal

```
VAR FloorDesign: ARRAY[1..35, 1..35] OF CHAR; // 2 marks
(1 mark for correct dimensions, 1 mark for data type to match assignment below)
FOR i := 1 TO 35 DO // 1 mark
 FOR j := 1 TO 35 DO // 1 mark
 FloorDesign[i,j] := 'O'; // 1 mark
```

[5]

(b) NumberOfWhiteTiles ← 0

NumberOfColourTiles ← 0

FOR a ← 1 TO 15

FOR b ← 1 TO 10

IF FloorDesign[a,b] = 'X'

THEN

NumberOfColourTiles ← NumberOfColourTiles + 1

ELSE

NumberOfWhiteTiles ← NumberOfWhiteTiles + 1

ENDIF

ENDFOR

ENDFOR

Mark as follows:

*1 mark for initialisation*

*1 mark for loops with correct ranges*

*1 mark for correct nesting*

*1 mark for testing array element*

*1 mark for updating count of coloured tiles*

*1 mark for calculating number of white tiles (counting or subtracting)*

[6]

5 (a)

| a  | x   | a >= x |
|----|-----|--------|
| 13 |     |        |
|    | 8   |        |
|    |     | TRUE   |
| 5  |     |        |
|    | 4   |        |
|    |     | TRUE   |
| 1  |     |        |
|    | 2   |        |
|    |     | FALSE  |
|    | 1   |        |
|    |     | TRUE   |
| 0  |     |        |
|    | 0.5 |        |

Output: 1 1 0 1

1 mark for each correct column

1 mark for correct output, in this order.

[4]

(b) converts denary number to binary // converts 13 to binary

[1]