MARK SCHEME for the May/June 2015 series

9691 COMPUTING

9691/23   Paper 2 (Written Paper), maximum raw mark 75

1 (a) (i) `'D'`　　　　　　　　　　　　　　　　　　　　　　　　　　　　**[1]**

(ii) `Error`　　　　　　　　　　　　　　　　　　　　　　　　　　　　**[1]**

(iii) `"FRED"`　　　　　　　　　　　　　　　　　　　　　　　　　　**[1]**

(b) (i) Example solution:

```
Reverse ← ""
NumberOfLetters ← LENGTH(Original)
FOR ThisLetter ← 1 TO NumberOfLetters
    Letter ← MID(Original, ThisLetter, 1)
    Reverse ← CONCAT(Letter, Reverse)
ENDFOR
```

Marks as follows:
- Initial value of reverse is empty string
- Find length of string
- Loop for each letter
- Extract a single letter of the original string
- Build up reverse string

　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　[max 5]

(ii) `IF Original = Reverse`　　　　　　　　　　　　　　　　　　　**[1]**

2 (a) (i) Mark as follows:
- Line 03 1 mark
- Line 04 1 mark
- Line 07 1 mark
- Line 08 1 mark

```
01 CALL InitialiseArray()  // blank board
02 CALL InputBoardDesign() // add slides and ladders data
03 TotalMoves ← 0
04 FOR Game ← 1 TO 1000
05    // play next game and update TotalMoves
06    TotalMoves ← TotalMoves + NumberOfMovesInThisGame()
07 ENDFOR // NEXT // NEXT Game
08 AverageMovesPerGame ← TotalMoves/1000
09 OUTPUT AverageMovesPerGame
```

　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　[4]

(ii) use of procedure calls　　　　　　　　　　　　　　　　　　　**[1]**

(iii)
- eas<u>ier</u> to solve (reduce complexity) by breaking down into sub-problems
- can focus on one part at a time
- easier to produce module code

　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　[max 1]

   (iv) • *Assignment 03 / 06 / 08*
         • *Iteration 04 (-07)*
         • *function call 06*

                                                                           [3]

   (v) `TotalMoves, Game, AverageMovesPerGame`

       1 mark for 1 or 2 correct variable identifiers,2 marks for all 3 correct   **[2]**

(b) (i) the same number as the index
        Justification: contents of array element acts as a pointer, so if no slide/ladder then position is same as index.
        Alternative answer:
        0 // zero // -1
        Justification: if content of element is 0 then no slide/ladder, so no change of position.

                                                                                    [2]

   (ii) Marks as follows:
        • *correct index range*
        • *correct data type*

        Examples

        Python: `Board = [0] * 31`
        `Board = [0 for i in range(31)]`
        Pascal: `VAR Board : ARRAY[1..30] OF INTEGER;`
        Java / C#: `int[] Board = new int[30];`
        C++: `int Board[30];`
        VB.NET / VB6: `Dim Board(30) As Integer`   **[2]**

   (iii) Marks as follows:
        • *correct loop from 1 to 30 (accept REPEAT or WHILE loops that work)*
        • *assignment of initial value to array element (allow ft from part (i))*

        Example Pascal

```
FOR i := 1 to 30 DO
   Board[i] := i; // or zero or -1
```

                                                                                       [2]

(c) Marks as follows:
- *loop (REPEAT or WHILE)*
- *Read number pairs*
- *Correct termination on input of rogue value*
- *Assign value b to Board[a]*

Example solution:
```
INPUT a
INPUT b
WHILE NOT (a = 0 AND b = 0)
    Board[a] ← b
    INPUT a
    INPUT b
ENDWHILE
```
[max 4]

(d) (i) `NumberRolled ← RANDOM(5) + 1` **[1]**

(ii) Marks as follows:
- *declaration of local variables*
- *Initialisation player position*
- *initialise and update MovesSoFar*
- *Boolean expression in IF statement*
- *update player position*
- *update position if slide or ladder*
- *Boolean expression following UNTIL*
- *RETURN value*

```
FUNCTION NumberOfMovesInThisGame()
    DECLARE PlayerPosition : INTEGER
    DECLARE MovesSoFar : INTEGER
    DECLARE NumberRolled : INTEGER
    PlayerPosition ← 1
    MovesSoFar ← 0
    REPEAT
        NumberRolled ← RANDOM(5) + 1
        MovesSoFar ← MovesSoFar + 1
        // check that move does not go beyond final square
        IF PlayerPosition + NumberRolled <= 30
            THEN // make move
                PlayerPosition ← PlayerPosition + NumberRolled
                // check for slide or ladder and, if required, move
                // IF Board[PlayerPosition] > 0
                    THEN
                        PlayerPosition ← Board[PlayerPosition]
                    ENDIF
        ENDIF
    UNTIL PlayerPosition = 30
    RETURN MovesSoFar // NumberOfMovesInThisGame ← MovesSoFar
ENDFUNCTION
```
[8]

(e) Marks as follows:
- *Procedure heading and ending*
- *Local variable for file handle*
- *Assign file name to file handle*
- *Open file for writing*
- *Loop 1 to 30*
- *Save array elements to file*
- *Save AverageMovePerGame to file*
- *close file*

Example Pascal:

```
PROCEDURE SaveBoardDesign;
VAR FileA: TextFile;
BEGIN
    Assign (FileA, 'Design.txt');
    Rewrite(FileA);
    FOR i := 1 to 30 DO
        Writeln(FileA, Board[i]);
Writeln(FileA, AverageMovesPerGame);
CloseFile (FileA);
END;                                                        [max 5]
```

(f) declare a constant maxsize

Where code requires the number of squares of the board, use this constant
For example loop for initialising array / checking whether player has reached final square
Only need to change value of constant if board size changes

[max 2]

3 (a) (i)

i	j	Numbers[j] > Numbers[j + 1]	w	[1]	[2]	[3]	[4]	[5]	
									Numbers
				49	98	36	70	51	Marks:
1	1	FALSE							
	2	TRUE	98		36	98			1
	3	TRUE	98			70	98		
	4	TRUE	98				51	98	1
2	1	TRUE	49	36	49				
	2	FALSE							1
	3	TRUE	70			51	70		
	4	FALSE							1
3	1	FALSE							
	2	FALSE							
	3	FALSE							
	4	FALSE							1
4	1	FALSE							
	2	FALSE							
	3	FALSE							
	4	FALSE							1
1	1	1		1		1		1	Marks

Mark by row as shown. If no marks, mark by column.

[6]

(ii) • sorts // bubble sort
 • into ascending order

[2]

(iii) 2 iterations [1]

(iv) • Boolean expression is evaluated repeatedly // checks array contents repeatedly
 • when no more swaps are required // when the array is already sorted

[2]

(v)
```
n ← 4
REPEAT
    NoMoreSwaps ← TRUE
    FOR j ← 1 TO n
        IF Numbers[j] > Numbers[j + 1]
            THEN
                w ← Numbers[j]
                Numbers[j] ← Numbers[j + 1]
                Numbers[j + 1] ← w
                NoMoreSwaps ← FALSE
        ENDIF
    ENDFOR
    n ← n - 1
UNTIL NoMoreSwaps = TRUE
```

Marks as follows:
- Upper bound of FOR loop set to n
- Decrement n after FOR loop
- Set Boolean variable to TRUE in outer loop, before inner loop
- Set Boolean variable to FALSE within THEN part
- UNTIL expression correct

[5]

(b) (i)
- Indentation
- Keywords in capitals   [max 1]

(ii) Meaningful identifiers
Annotation/comments/remarks
Use constants (for array boundaries)   [max 1]

4 (a) Example Pascal:

```
FUNCTION IsLeapYear(Year: INTEGER) : BOOLEAN;
   BEGIN
      IF (Year MOD 400) = 0
         THEN
            IsLeapYear := TRUE
         ELSE
         IF (Year MOD 100) = 0
            THEN
               IsLeapYear := FALSE
            ELSE
            IF (Year MOD 4) = 0
               THEN
                  IsLeapYear := TRUE
               ELSE
                  IsLeapYear := FALSE;
   END;
```

Marks as follows:
- *function heading*
- *Correct use of MOD x 3 (Python, C uses %)*
- *Nested IFs x 3*
- *Correct RETURN values x 4 (VB assign to identifier)*
- *Indentation*

[5]

(b)
- A year that is divisible by 400 (TRUE)
- *A year that is divisible by 100, but not 400 (FALSE)*
- *A year that is divisible by 4, but not 100 (TRUE)*
- *A year that is not divisible by 4 (FALSE)*

[4]

Justification must match data value

(c)
- Integration testing
- *Black box testing*

[2]