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**COMPUTER SCIENCE**

**9608/23**

Paper 2 Written Paper

**May/June 2018**

MARK SCHEME

Maximum Mark: 75

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**Published**

This mark scheme is published as an aid to teachers and candidates, to indicate the requirements of the examination. It shows the basis on which Examiners were instructed to award marks. It does not indicate the details of the discussions that took place at an Examiners' meeting before marking began, which would have considered the acceptability of alternative answers.

Mark schemes should be read in conjunction with the question paper and the Principal Examiner Report for Teachers.

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**Generic Marking Principles**

These general marking principles must be applied by all examiners when marking candidate answers. They should be applied alongside the specific content of the mark scheme or generic level descriptors for a question. Each question paper and mark scheme will also comply with these marking principles.

**GENERIC MARKING PRINCIPLE 1:**

Marks must be awarded in line with:

- the specific content of the mark scheme or the generic level descriptors for the question
- the specific skills defined in the mark scheme or in the generic level descriptors for the question
- the standard of response required by a candidate as exemplified by the standardisation scripts.

**GENERIC MARKING PRINCIPLE 2:**

Marks awarded are always **whole marks** (not half marks, or other fractions).

**GENERIC MARKING PRINCIPLE 3:**

Marks must be awarded **positively**:

- marks are awarded for correct/valid answers, as defined in the mark scheme. However, credit is given for valid answers which go beyond the scope of the syllabus and mark scheme, referring to your Team Leader as appropriate
- marks are awarded when candidates clearly demonstrate what they know and can do
- marks are not deducted for errors
- marks are not deducted for omissions
- answers should only be judged on the quality of spelling, punctuation and grammar when these features are specifically assessed by the question as indicated by the mark scheme. The meaning, however, should be unambiguous.

**GENERIC MARKING PRINCIPLE 4:**

Rules must be applied consistently e.g. in situations where candidates have not followed instructions or in the application of generic level descriptors.

**GENERIC MARKING PRINCIPLE 5:**

Marks should be awarded using the full range of marks defined in the mark scheme for the question (however; the use of the full mark range may be limited according to the quality of the candidate responses seen).

**GENERIC MARKING PRINCIPLE 6:**

Marks awarded are based solely on the requirements as defined in the mark scheme. Marks should not be awarded with grade thresholds or grade descriptors in mind.

Question	Answer	Marks												
1(a)	<table border="1" data-bbox="347 280 1286 533"> <thead> <tr> <th>Description of data item</th> <th>Suitable identifier name</th> </tr> </thead> <tbody> <tr> <td>The temperature inside the house</td> <td>InsideTemperature</td> </tr> <tr> <td>The temperature outside the house</td> <td>OutsideTemperature</td> </tr> <tr> <td>The wind speed</td> <td>WindSpeed</td> </tr> <tr> <td>Whether it was raining or not</td> <td>WasRaining</td> </tr> </tbody> </table> <p>The above are examples only. Names must be meaningful and unambiguous</p> <p>Items 1 and 2 must have suitable prefix/suffix (i.e. not just 'temperature')</p> <p>Reject single letter names</p>	Description of data item	Suitable identifier name	The temperature inside the house	InsideTemperature	The temperature outside the house	OutsideTemperature	The wind speed	WindSpeed	Whether it was raining or not	WasRaining	4		
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The temperature inside the house	InsideTemperature													
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1(b)(i)	<table border="1" data-bbox="368 831 1262 1133"> <thead> <tr> <th>Expression</th> <th>Evaluates to</th> </tr> </thead> <tbody> <tr> <td>MID(MyName, 4, 4) &amp; "ol"</td> <td>"phenol"</td> </tr> <tr> <td>QualityConfirmed AND (Factor &gt;= 6.5)</td> <td>TRUE</td> </tr> <tr> <td>20 + ASC(Quality)</td> <td>88</td> </tr> <tr> <td>QualityConfirmed + 3</td> <td>ERROR</td> </tr> <tr> <td>MOD(Factor * 2, 9)</td> <td>4</td> </tr> </tbody> </table>	Expression	Evaluates to	MID(MyName, 4, 4) & "ol"	"phenol"	QualityConfirmed AND (Factor >= 6.5)	TRUE	20 + ASC(Quality)	88	QualityConfirmed + 3	ERROR	MOD(Factor * 2, 9)	4	5
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1(b)(ii)	<table border="1" data-bbox="438 1196 1192 1498"> <thead> <tr> <th>Variable</th> <th>Data type</th> </tr> </thead> <tbody> <tr> <td>QualityConfirmed</td> <td>BOOLEAN</td> </tr> <tr> <td>DayNumber</td> <td>INTEGER</td> </tr> <tr> <td>Factor</td> <td>REAL</td> </tr> <tr> <td>Quality</td> <td>CHAR</td> </tr> <tr> <td>MyName</td> <td>STRING</td> </tr> </tbody> </table> <p>One mark per answer</p>	Variable	Data type	QualityConfirmed	BOOLEAN	DayNumber	INTEGER	Factor	REAL	Quality	CHAR	MyName	STRING	5
Variable	Data type													
QualityConfirmed	BOOLEAN													
DayNumber	INTEGER													
Factor	REAL													
Quality	CHAR													
MyName	STRING													

Question	Answer	Marks																				
2(a)	Comments: Explain the functionality of the code // Easier for other people to understand // Easier to maintain / debug / modify  Indentation: Easier to identify <u>structure</u> / <u>blocks</u> // identify <u>blocks</u> of code	<b>2</b>																				
2(b)	<table border="1" data-bbox="363 510 1265 1160"> <thead> <tr> <th data-bbox="363 510 1002 566">Feature</th> <th data-bbox="1002 510 1265 566">Answer</th> </tr> </thead> <tbody> <tr> <td data-bbox="363 566 1002 651">A line number containing an example of an integer assignment statement</td> <td data-bbox="1002 566 1265 651">8, 9, 10,12, 17, 34, 45</td> </tr> <tr> <td data-bbox="363 651 1002 736">A line number containing the start of a selection structure</td> <td data-bbox="1002 651 1265 736">14, 19, 23</td> </tr> <tr> <td data-bbox="363 736 1002 822">A line number containing the end of a selection structure</td> <td data-bbox="1002 736 1265 822">28, 29, 30</td> </tr> <tr> <td data-bbox="363 822 1002 871">The upper bound of the <code>Mark</code> array</td> <td data-bbox="1002 822 1265 871">100</td> </tr> <tr> <td data-bbox="363 871 1002 920">The number of dimensions of the <code>Mark</code> array</td> <td data-bbox="1002 871 1265 920">1</td> </tr> <tr> <td data-bbox="363 920 1002 969">The name for the type of loop structure used</td> <td data-bbox="1002 920 1265 969">'post condition'</td> </tr> <tr> <td data-bbox="363 969 1002 1055">A line number containing an unnecessary assignment statement</td> <td data-bbox="1002 969 1265 1055">10</td> </tr> <tr> <td data-bbox="363 1055 1002 1104">The number of times that <code>OUTPUT</code> is called</td> <td data-bbox="1002 1055 1265 1104">100</td> </tr> <tr> <td data-bbox="363 1104 1002 1153">The number of local variables</td> <td data-bbox="1002 1104 1265 1153">4</td> </tr> </tbody> </table>	Feature	Answer	A line number containing an example of an integer assignment statement	8, 9, 10,12, 17, 34, 45	A line number containing the start of a selection structure	14, 19, 23	A line number containing the end of a selection structure	28, 29, 30	The upper bound of the <code>Mark</code> array	100	The number of dimensions of the <code>Mark</code> array	1	The name for the type of loop structure used	'post condition'	A line number containing an unnecessary assignment statement	10	The number of times that <code>OUTPUT</code> is called	100	The number of local variables	4	<b>9</b>
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2(c)(i)	Either: <ul style="list-style-type: none"> <li>• Mistake: function header specifies return of an <code>INTEGER</code> but line 37 returns a <code>STRING</code> // pseudocode returns <code>Grade</code> but should have returned <code>DGradeCount</code></li> <li>• Correction: <code>RETURN DGradeCount</code> (as per code pseudocode comment)</li> </ul> Or: <ul style="list-style-type: none"> <li>• Mistake: Statement on line 32 uses <code>'&amp;'</code> operator which concatenates <code>STRINGS</code>, but variable <code>n</code> is an <code>INTEGER</code></li> <li>• Correction: Convert <code>n</code> to a <code>STRING</code> before concatenating</li> </ul>	<b>2</b>																				

Question	Answer	Marks
2(c)(ii)	<pre> CASE OF ThisMark     &gt; 74: Grade ← "Distinction"           DGradeCount ← DGradeCount + 1     60 TO 74: Grade ← "Merit"     40 TO 59: Grade ← "Pass"     OTHERWISE Grade ← "Fail" ENDCASE  One mark for each of:  1 CASE OF ThisMark ... ENDCASE 2 Three grade ranges with corresponding assignment of Grade 3 DGradeCount increment within CASE clause 4 OTHERWISE / fourth grade range with correct assignment of Grade                     </pre>	<b>4</b>

Question	Answer	Marks
3(a)	<p>Parameters</p> <p>Accept arguments</p>	<b>1</b>
3(b)	<div style="text-align: center;"> </div> <p>Mark as follows:</p> <ul style="list-style-type: none"> <li>• One mark for all four modules</li> <li>• One mark for each set of interface parameters</li> </ul>	<b>4</b>

Question	Answer	Marks
4	 <pre> graph TD     Start([START]) --&gt; InitIndex[Index ← 1]     InitIndex --&gt; InitCount[Count ← 0]     InitCount --&gt; LoopStart(( ))     LoopStart --&gt; Decision1{Is PTemp[Index] &lt; MinTemp? OR PTemp[Index] &gt; MaxTemp}     Decision1 -- YES --&gt; CountInc[Count ← Count + 1]     CountInc --&gt; IndexInc1[Index ← Index + 1]     IndexInc1 --&gt; LoopStart     Decision1 -- NO --&gt; IndexInc2[Index ← Index + 1]     IndexInc2 --&gt; LoopStart     LoopStart --&gt; Decision2{Is Index = 1007}     Decision2 -- YES --&gt; Decision3{Is Count &lt;= 20}     Decision3 -- YES --&gt; RetValTrue[RetVal ← TRUE]     Decision3 -- NO --&gt; RetValFalse[RetVal ← FALSE]     Decision2 -- NO --&gt; IndexInc2     RetValTrue --&gt; Return[RETURN RetVal]     RetValFalse --&gt; Return     Return --&gt; End([END]) </pre> <p>This is one possible solution – selection structure may differ</p> <p>One mark for:</p> <ol style="list-style-type: none"> <li>1 START <b>and</b> END // STOP</li> <li>2 Initialisation of an Index variable <b>and</b> initialisation of a Count variable</li> <li>3 Decision box / boxes to check temperature within acceptable range</li> <li>4 Correct increment of Count variable</li> <li>5 Decision box comparing Index to 100</li> <li>6 Correct increment of Index</li> <li>7 Decision box comparing Count &gt; 20</li> <li>8 Assigning both TRUE <b>and</b> FALSE</li> <li>9 Returning the Boolean value</li> </ol> <p>For solutions where Boolean variable not used:</p> <ol style="list-style-type: none"> <li>8 Return TRUE</li> <li>9 Return FALSE</li> </ol>	9

<b>Question</b>	<b>Answer</b>	<b>Marks</b>
5(a)(i)	1	<b>1</b>
5(a)(ii)	Information is saved after the program ends // after the computer is switched off	<b>1</b>
5(b)	Two from these examples: <ul style="list-style-type: none"><li>• Indentation</li><li>• Colour-coding of keywords /comments</li><li>• Expansion / collapsing of complex data structures</li></ul>	<b>Max 2</b>

Question	Answer	Marks
5(c)	<p>'Pseudocode' solution included here for development and clarification of mark scheme. Programming language solutions appear in the Appendix.</p> <pre> FUNCTION GetAverageScore(MembershipNumber : STRING)                                 RETURNS INTEGER      DECLARE FileData, FileMembershipNumber : STRING     DECLARE NumberOfScores, TotalScore, AverageScore :                                 INTEGER      OPENFILE "ScoreDetails.txt" FOR READ     NumberOfScores ← 0     TotalScore ← 0      WHILE NOT EOF("ScoreDetails.txt")         READFILE("ScoreDetails.txt", FileData)         FileMembershipNumber ← LEFT(FileData, 4)         IF FileMembershipNumber = MembershipNumber             THEN                 NumberOfScores ← NumberOfScores + 1                 TotalScore ← TotalScore +                                 INT(RIGHT(FileData, 2))             ENDIF         ENDWHILE      AverageScore ← INT(TotalScore / NumberOfScores)      CLOSEFILE("ScoreDetails.txt")      RETURN(AverageScore)  ENDFUNCTION </pre> <p>1 mark for each of the following:</p> <ol style="list-style-type: none"> <li>1 Function heading <b>and</b> ending including Input <b>and</b> return parameter</li> <li>2 Declare variables to store NumberOfScores <b>and</b> TotalScore as INTEGERS (commented in Python) (variable names may be different)</li> <li>3 Initialisation of NumberOfScores <b>and</b> TotalScore to 0</li> <li>4 Open file in READ mode</li> <li>5 Loop until EOF( )</li> <li>6 Read a line from the file <b>in a loop</b></li> <li>7 Use of substring function to extract at least one data item</li> <li>8 Compare the membership number</li> <li>9 Convert score to an integer</li> <li>10 Increment NumberOfScores <b>and</b> sum TotalScore</li> <li>11 Calculate the average outside the loop</li> <li>12 Close the file</li> <li>13 Return the parameter</li> </ol>	<b>Max 10</b>

Question	Answer	Marks
6(a)	Subscript / index	1
6(b)	<pre> FUNCTION Clip(MaxVal : INTEGER) RETURNS BOOLEAN   DECLARE i : INTEGER   DECLARE j : INTEGER   DECLARE ClipFlag : BOOLEAN    ClipFlag ← FALSE    FOR i ← 1 TO 8     FOR j ← 1 TO 8       IF Picture[i, j] &gt; MaxVal         THEN           Picture[i, j] ← MaxVal           ClipFlag ← TRUE         ENDFOR       ENDFOR     RETURN ClipFlag    ENDFUNCTION </pre> <p>1 mark for each of the following:</p> <ol style="list-style-type: none"> <li>1 Correct Function heading (must have <code>MaxVal</code> and return a <code>BOOLEAN</code>) <b>and</b> ending</li> <li>2 Declare <b>and</b> initialise local variable for return <code>BOOLEAN</code> to <code>FALSE</code> / other mechanism to record pixel being clipped</li> <li>3 Declare local variables for loop counters</li> <li>4 Nested loops with correct number of iterations</li> <li>5 Accessing correct element from <code>Picture</code> array</li> <li>6 Comparing element with <code>MaxVal</code></li> <li>7 Changing value of element if necessary</li> <li>8 Setting flag to <code>TRUE</code> / other mechanism if element is changed</li> <li>9 Returning <code>BOOLEAN</code> <b>after loop</b> (following conversion if other mechanism used)</li> </ol>	9

Question	Answer	Marks
7	<p>'Pseudocode' solution included here for development and clarification of mark scheme. Programming language solutions appear in the Appendix.</p> <pre> FUNCTION IsFactor(Num1: INTEGER, Num2: INTEGER)   RETURNS BOOLEAN     IF Num2 &lt;&gt; 0       THEN         IF MOD(Num1, Num2) = 0           THEN             RETURN TRUE           ENDIF         ENDIF       ENDIF     RETURN FALSE ENDFUNCTION </pre> <p>1 mark for each of the following:</p> <ol style="list-style-type: none"> <li>1 Correct Function heading (including parameters) and ending</li> <li>2 Check that Num2 is not zero</li> <li>3 Mechanism to ensure no call to MOD (or equivalent) if Num2 is zero</li> <li>4 Use of MOD function or alternative</li> <li>5 Check value of remainder</li> <li>6 Return Boolean value</li> </ol>	6

\*\*\* End of Mark Scheme – program code example solutions follow \*\*\*

**Appendix****Program Code Example Solutions****Q5(c): Visual Basic**

```

Function GetAverageScore(ByVal MembershipNumber As String) As Integer

    Dim FileData As String
    Dim FileMembershipNumber As String
    Dim NumberOfScores As Integer
    Dim TotalScore As Integer
    Dim AverageScore As Integer
    Dim ObjReader As IO.StreamReader

    ObjReader = New IO.StreamReader("ScoreDetails.txt")
    NumberOfScores = 0
    TotalScore = 0

    Do While ObjReader.Peek <> -1
        FileData = ObjReader.ReadLine()
        FileMembershipNumber = LEFT(FileData, 4)
        If FileMembershipNumber = MembershipNumber Then
            NumberOfScores = NumberOfScores + 1
            TotalScore = TotalScore + INT(RIGHT(FileData, 2))
        End If
    Loop

    AverageScore = INT(TotalScore / NumberOfScores)
    ObjReader.Close()
    Return (AverageScore)

End Function

```

**Q5(c): Pascal**

```

function GetAverageScore(MembershipNumber : string):integer;

var
    FileData, FileMembershipNumber: string;
    NumberOfScores, TotalScore, AverageScore : integer;
    ScoreFile : textFile;
begin
    NumberOfScores := 0;
    TotalScore := 0;
    assignFile(ScoreFile, 'ScoreDetails.txt');
    reset(ScoreFile);
    while not eof(ScoreFile) do
        begin
            readln(ScoreFile, FileData);
            FileMembershipNumber := copy(FileData, 1, 4);
            if FileMembershipNumber = MembershipNumber then
                begin
                    NumberOfScores := NumberOfScores + 1
                    TotalScore := TotalScore + StrToInt(RightStr(FileData, 2));
                end;
            end;
        end;
end;

```

```
AverageScore := StrToInt(TotalScore / NumberOfScores);  
GetAverageScore := AverageScore;  
CloseFile (ScoreFile);  
end;
```

**Q5(c): Python**

```
# FileData AS STRING  
# FileMembershipNumber AS STRING  
# NumberOfScores AS INTEGER  
# TotalScore AS INTEGER  
# AverageScore AS INTEGER  
  
def GetAverageScore(MembershipNumber):  
    FileHandle = open("ScoreDetails.txt", "r")  
    NumberOfScores = 0  
    TotalScore = 0  
    FileData = FileHandle.readline()  
    while len(FileData) > 0:  
        FileMembershipNumber = FileData[0:4]  
        if FileMembershipNumber == MembershipNumber:  
            NumberOfScores = NumberOfScores + 1  
            TotalScore = TotalScore + int(FileData[-2])  
            FileData = FileHandle.readline()  
    AverageScore = int(TotalScore / NumberOfScores)  
    Return (AverageScore)  
    FileHandle.close()
```

**Q7: Visual Basic**

```
Function IsFactor(Num1 As Integer, Num2 As Integer) As Boolean
    If Num2 <> 0 Then
        If Num1 Mod Num2 = 0 Then
            Return True
        End If
    End if
    Return False
End Function
```

**Q7: Pascal**

```
function IsFactor(Num1,Num2 : integer) : boolean;

begin
    if Num2 <> 0 then
        begin
            if Num1 MOD Num2 = 0 then
                Return True;
            end;
            Return False;
        end;
    end;
```

**Q7: Python**

```
def IsFactor (Num1, Num2):
    if Num2 != 0:
        if Num1 % Num2 == 0:
            Return True
    Return False
```