
COMPUTER SCIENCE

0478/23

Paper 2

October/November 2017

MARK SCHEME

Maximum Mark: 50

Published

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This document consists of **7** printed pages.

| Question | Answer | Marks |
|----------|--|----------|
| 1(a)(i) | <p>1 mark per bullet:</p> <ul style="list-style-type: none"> At least one array declaration At least one array has an appropriate name All arrays with appropriate names <p>Many correct answers, they must be meaningful. These are examples only.</p> <pre>Array_2Seater[] Array_4Seater[] Array_Historic[]</pre> | 3 |
| 1(a)(ii) | <p>1 mark per bullet:</p> <ul style="list-style-type: none"> Name of variable Purpose of variable Name of constant Purpose of constant <p>Many correct answers, they must be meaningful. These are examples only.</p> <p>Variable NumFlights to store the number of flights in a day</p> <p>Constant FlightCost2Seat30 to store the cost of a 30 minute flight in a 2 seater plane</p> | 4 |

| Question | Answer | Marks |
|----------|--|-------|
| 1(b) | <p>Any five from:</p> <ul style="list-style-type: none"> Prompt for plane Input plane Prompt for another input length of flight along with the input. Attempt at calculation of maximum number of flights in a day Using correct values for maximum number of flights (from calculation or otherwise) Calculation/determination of cost of a single flight for selected plane and duration Calculation of income that can be generated for one combination of plane and flight Output of total possible income for one combination of plane and flight with message(s) <p>Algorithm example:</p> <pre> OUTPUT "Please Enter Type of Plane" OUTPUT "1: 2 Seater" OUTPUT "2: 4 Seater" OUTPUT "3: Historic" INPUT PlaneType OUTPUT "Please Enter Length of Flight" INPUT FlightLength CASE FlightLength of 30: OUTPUT "Maximum number of flights is 10" 60: OUTPUT "Maximum number of flights is 6" OTHERWISE OUTPUT "Invalid length of flight" ENDCASE CASE PlaneType of 1: Price30 ← 100; Price60 ← 150 2: Price30 ← 120; Price60 ← 200 3: Price30 ← 120; Price60 ← 500 OTHERWISE OUTPUT "Invalid type of plane" ENDCASE CASE FlightLength of 30: OUTPUT "Total Possible Income is ", Price30 * 10 60: OUTPUT "Total Possible Income is ", Price60 * 6 ENDCASE </pre> | 5 |
| 1(c) | <p>1 mark for each correct point related to the inputs for Task 1</p> <ul style="list-style-type: none"> Description of how the program would validate the input Description/identification of input(s) Type of validation check Checking inputs against stored data/maxima/correct data Dry-running the program Use of test data Identification of types of test data Example(s) of test data | 4 |

| Question | Answer | Marks |
|----------|--|----------|
| 1(d) | Any four from: Input timeslot Check 3 types of plane Methodology for checking time slot Identify any planes available Output plane(s) available Output if no planes available | 4 |

| Question | Answer | Marks |
|----------|--|----------|
| 2 | 1 mark for each error identified plus suggested correction (the corrected lines must be written in full) Line 4 correct line WHILE Number <= 99 OR Number > 1000 Line 7 correct line Num[Index] = Number Line 9 correct line NEXT (Index) Line 10 correct line PRINT Count | 4 |

| Question | Answer | Marks |
|----------|--|----------|
| 3(a) | 1 mark per bullet: Validation checks whether data to be entered is possible/sensible // computer check Verification checks that data entered is the data that was intended to be entered // can be a human check // matches the source | 2 |
| 3(b) | 1 mark for each valid point Either Double Entry // suitable practical example the data will be entered twice compared by the computer or by a human if a discrepancy is found, the data entry operator is asked to re-enter the data Or Visual Verification // suitable practical example the data will be compared to the source 'document' compared by a human if a discrepancy is found, the data is re-entered | 2 |

| Question | Answer | Marks |
|----------|--|-------|
| 3(c) | 1 mark for explanation and 1 mark for an expansion Library routine is a list of instructions // block of code // subroutine ... that is used often which is given a name ... and which can be called from other programs Library routines make writing programs easier and faster as the code is already written Library routines make program testing easier as the code has already been tested and debugged | 2 |

| Question | Answer | Marks |
|----------|--|-------|
| 4(a) | 1 mark for each correct line <div style="display: flex; justify-content: space-between;"> <div style="width: 45%;"> <p>Pseudocode description</p> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">A loop that will iterate at least once.</div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">A conditional statement to deal with many possible outcomes.</div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">A loop that will iterate a set number of times.</div> <div style="border: 1px solid black; padding: 5px;">A conditional statement with different outcomes for true and false.</div> </div> <div style="width: 45%;"> <p>Pseudocode statement</p> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px; text-align: center;">FOR...TO...NEXT</div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px; text-align: center;">IF...THEN...ELSE...ENDIF</div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px; text-align: center;">WHILE...DO...ENDWHILE</div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px; text-align: center;">CASE...OF...OTHERWISE...ENDCASE</div> <div style="border: 1px solid black; padding: 5px; text-align: center;">REPEAT...UNTIL</div> </div> </div> | 4 |
| 4(b) | 1 mark per bullet: Appropriate loop controls Read from array Print from array (the last two points can be in one statement) Note reading and printing MUST be within the same loop Example algorithm: <pre> Count ← 0 WHILE Count < 50 DO OUTPUT Name[Count] Count ← Count + 1 ENDWHILE </pre> | 3 |

| Question | Answer | Marks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| 5(a) | <table border="1"> <thead> <tr> <th>Flag</th> <th>Count</th> <th>Name[1]</th> <th>Name[2]</th> <th>Name[3]</th> <th>Name[4]</th> <th>Temp</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td>Jamal</td> <td>Amir</td> <td>Eve</td> <td>Tara</td> <td></td> </tr> <tr> <td>0</td> <td>1</td> <td>Amir</td> <td>Jamal</td> <td>Eve</td> <td>Tara</td> <td>Jamal</td> </tr> <tr> <td>1</td> <td>2</td> <td>Amir</td> <td>Jamal</td> <td>Eve</td> <td>Tara</td> <td>Jamal</td> </tr> <tr> <td>1</td> <td>3</td> <td>Amir</td> <td>Eve</td> <td>Jamal</td> <td>Tara</td> <td>Jamal</td> </tr> <tr> <td>1</td> <td>4</td> <td>Amir</td> <td>Eve</td> <td>Jamal</td> <td>Tara</td> <td>Jamal</td> </tr> <tr> <td>0</td> <td>1</td> <td>Amir</td> <td>Eve</td> <td>Jamal</td> <td>Tara</td> <td>Jamal</td> </tr> <tr> <td>0</td> <td>2</td> <td>Amir</td> <td>Eve</td> <td>Jamal</td> <td>Tara</td> <td>Jamal</td> </tr> <tr> <td>0</td> <td>3</td> <td>Amir</td> <td>Eve</td> <td>Jamal</td> <td>Tara</td> <td>Jamal</td> </tr> <tr> <td>0</td> <td>4</td> <td>Amir</td> <td>Eve</td> <td>Jamal</td> <td>Tara</td> <td>Jamal</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table> <p>(1 Mark) (1 Mark) (-----1 Mark-----) (-----1 Mark-----) (1 Mark)</p> | Flag | Count | Name[1] | Name[2] | Name[3] | Name[4] | Temp | | | Jamal | Amir | Eve | Tara | | 0 | 1 | Amir | Jamal | Eve | Tara | Jamal | 1 | 2 | Amir | Jamal | Eve | Tara | Jamal | 1 | 3 | Amir | Eve | Jamal | Tara | Jamal | 1 | 4 | Amir | Eve | Jamal | Tara | Jamal | 0 | 1 | Amir | Eve | Jamal | Tara | Jamal | 0 | 2 | Amir | Eve | Jamal | Tara | Jamal | 0 | 3 | Amir | Eve | Jamal | Tara | Jamal | 0 | 4 | Amir | Eve | Jamal | Tara | Jamal | | | | | | | | | | | | | | | | | | | | | | 5 |
| Flag | Count | Name[1] | Name[2] | Name[3] | Name[4] | Temp | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | Jamal | Amir | Eve | Tara | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| 1 | 2 | Amir | Jamal | Eve | Tara | Jamal | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 3 | Amir | Eve | Jamal | Tara | Jamal | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 4 | Amir | Eve | Jamal | Tara | Jamal | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 1 | Amir | Eve | Jamal | Tara | Jamal | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 2 | Amir | Eve | Jamal | Tara | Jamal | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 3 | Amir | Eve | Jamal | Tara | Jamal | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 4 | Amir | Eve | Jamal | Tara | Jamal | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| 5(b) | <p>1 mark per bullet:</p> <p>Sorting the names Ascending order / A to Z / lowest to highest / Alphabetic order</p> | 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

| Question | Answer | Marks |
|----------|---|-------|
| 6(a) | <p>1 mark for any sensible appropriate field name 1 mark for data type, purpose + example data</p> <p>Example 1: Field Name: SPECIESID Data Type: Alphanumeric Purpose: Primary key Example Data: SP06583</p> <p>Example 2: Field name: NUMBER Data Type: Integer Purpose: To record how many of that species there are at the park Example Data: 30</p> | 2 |

| Question | Answer | | | | | Marks | |
|--|-----------|-------------------------------------|--------------------------|--------------------------|--------------------------|----------|--------------------------|
| 6(b) | | | | | | 4 | |
| | Field: | Species | Classification | Diet | Legs | | |
| | Table: | LIVESTOCK | LIVESTOCK | LIVESTOCK | LIVESTOCK | | |
| | Sort: | Ascending/ Descending | | | | | |
| | Show: | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | <input type="checkbox"/> |
| | Criteria: | | "Mammal" | "Herbivore" | 4 | | |
| | or: | | | | | | |
| (1 Mark) (1 Mark) (1 Mark) (1 Mark) | | | | | | | |
| 1 mark per completely correct column. | | | | | | | |