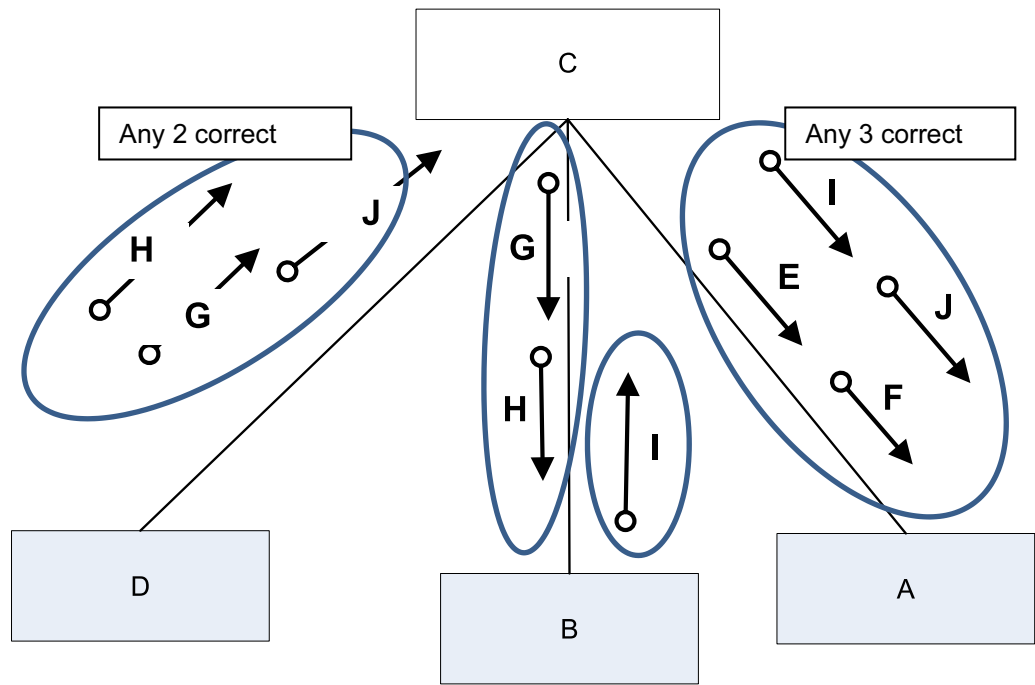


QUESTION 7.



- 3 (a) Control box – C // Produce insurance quotation
D // Input customer details + A // Send quotation letter is correct positions

(b)



Data items	
E	CustomerName
F	CustomerEmail
G	Model
H	Age
I	PolicyCharge
J	PolicyNumber

QUESTION 8.



3 (i)

A	Width	in any order
B	Length	
C	JobID	
D	CustomerName	in any order
E	JobCost	

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(ii) PROCEDURE CalculateJobCost
 (BYREF JobCost : INTEGER/CURRENCY/REAL,
 BYVALUE Length : INTEGER,
 BYVALUE Width : INTEGER)

mark as follows:

identifier + data type × 3
 jobcost (only) BYREF

(3 marks)
 (1 mark)



QUESTION 9.



4 (a)	• Program code is <u>easier</u> to implement / manage • Modules may be given to different people to develop // given to program specialists • Program code is <u>easier</u> to test / debug / maintain • Encourages the re-usability of program code	Max 2
-------	--	-------



Question	Answer	
(b) (i)	<pre> graph TD A[On-line shopping] --> B[Select Item] A --> C[Checkout] A --> D[Dispatch] B --> E[Search] B --> F[Add to basket] F --> B C --> G[Card payment] C --> H[Account payment] G --> I{ } H --> I I --> C D --> J[Print dispatch label] D --> K[Print address label] J --> L(()) K --> L L --> D </pre> One mark per correct annotation as shown Arrows may be drawn clockwise or anticlockwise Diamond symbol may be filled or unfilled but must be in position shown	
(ii)	A (or B) – Card details / Card number / Card info B (or A) – Cost details / amount payable / product cost / total bill C – (Flag) indicator for successful payment // payment confirmation Data items for A and B are interchangeable	3
5 (a) (i)	• So that the data / information is saved after the program is run / when the computer is switched off • So the data / information can be accessed next time the program is run • So the data information can be "permanently stored"	Max 1



Question	Answer
(ii)	Problem: - When retrieving / searching for / editing (text relating to a particular CD) - Can't tell where the artist name stops and the title begins (or any similar explanation or example) Solution 1: - Use of a separator character// or by example - Where the separator character does not occur in the original strings Solution 2: - Use a fixed number of characters for each data item - Data items are padded with e.g. <Space> character where needed Solution 3: - Convert original data items to CamelCase ...and add a Space separator Mark as follows: Two marks for description of problem Two marks for description of solution



Question	Answer
(b)	'Pseudocode' solution included here for development and clarification of mark scheme. Programming language solutions appear in the Appendix. <pre> PROCEDURE InputData() DECLARE CDTITLE : STRING DECLARE CDArtist : STRING DECLARE CDLocation : STRING DECLARE FileData : STRING OPENFILE "MyMusic" FOR WRITE OUTPUT "Input CD Title" INPUT CDTITLE WHILE CDTITLE <> "##" OUPUT "Input CD Artist" INPUT CDArtist OUPUT "Input CD Location" INPUT CDLocation FileData = CDTITLE & ':' & CDArtist & ':' & CDLocation WRITEFILE "MyMusic.txt", FileData OUTPUT "Input CD Title" INPUT CDTITLE ENDWHILE CLOSEFILE("MyMusic.txt ") ENDPROCEDURE </pre> One mark for each of the following: • Procedure heading and ending • Declaration of CDTITLE, CDArtist and CDLocation • Open file for writing (Allow MyMusic or MyMusic.txt) • Working conditional loop structure including test for rogue value (including initial input of CDTITLE) • Input of three data values (CDTITLE, CDArtist and CDLocation) inside a loop • String concatenation of three variables inside a loop • Write three variables in single line to file inside a loop • Close file • Use of string separator Solutions may repeatedly OPEN – WRITE – CLOSE within the loop. In this case the first OPEN could be in WRITE or APPEND mode with all others in APPEND.



Question	Answer					
6 (a)	n	f	x	y	MID(String1, x, 1)	MID(String2, y, 1)
	0	0				
	1		1	1	'R'	'R'
			2	2	'E'	'A'
	2		2	1	'E'	'R'
	3		3	1	'T'	'R'
	4		4	1	'R'	'R'
			5	2	'A'	'A'
			6	3	'C'	'C'
One mark per correct column - Minus one mark if anything else on first row - Column 2 – '4' must not precede '4' in column 1 (as shown by arrow) - Letters must all be in upper case - Ignore quotation symbol						
(b) (i)	- to search for a string within another string / String2 within String1 - to return the position of the start of String2 within String1 // by example First mark point: allow locate / find / calculate position of					2
(ii)	Value: 0 / zero Meaning: String2 not found in String1					2
(iii)	Option 1 - It is possible to “fall off” the end of String1 (or by example) while string match (for example, String1 = "Retrace", String2 = "Raced") - MID (String1, x, 1) // description of 'subscript out of range' Option 2 - If either string is empty then - subscript out of range error // description Option 3 - If String1 found within String 2 - An endless loop will occur					2



Appendix - Program Code Solutions

3 (b)(ii): VB.NET

```

Console.Write("Enter start position: ")
StartPos = Console.ReadLine()
Console.Write("Enter number to change: ")
NumToChange = Console.ReadLine()
For n = 0 To NumToChange - 1
    Console.Write("Enter new value for position: ")
    NewChar = Console.ReadLine()
    Lookup(StartPos + n) = NewChar
Next
Console.WriteLine(NumToChange & " entries changed")

```

ALTERNATIVE:

```

Console.Write("Enter start position: ")
StartPos = Console.ReadLine()
Console.Write("Enter number to change: ")
NumToChange = Console.ReadLine()
n = 0
Do
    Console.Write("Enter new value for position: ")
    NewChar = Console.ReadLine()
    Lookup(StartPos + n) = NewChar
    n = n + 1
Loop Until n = NumToChange
Console.WriteLine(NumToChange & " entries changed")

```

3 (b)(ii): Pascal

```

write('Enter start position: ');
readln(StartPos);
write('Enter number to change: ');
readln(NumToChange);
for n := 0 to NumToChange - 1 do
begin
    write('Input new value for position: ');
    readln(NewChar);
    LookUp[Startpos + n] := NewChar;
end;
writeln(IntToStr(NumToChange) + ' entries changed');

```

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ALTERNATIVE:

```

write('Enter start position: ');
readln(StartPos);
write('Enter number to change: ');
readln(NumToChange);
n := 0;
repeat
    write('Input new value for position: ');
    readln(NewChar);
    LookUp[Startpos + n] := NewChar;
    n := n + 1;
until (n = NumToChange);
writeln(IntToStr(NumToChange) + ' entries changed');
```

3 (b)(ii): Python

```

StartPos = int(input("Enter start position: "))
NumToChange = int(input("Enter number to change: "))
for n in range(NumToChange) :
    NewChar = input("Input new value for position: ")
    LookUp[StartPos + n - 1] = NewChar
print(str(NumToChange) + " entries changed")
```

ALTERNATIVE:

```

StartPos = int(input("Enter start position: "))
NumToChange = int(input("Enter number to change: "))
n = 0
while n < NumToChange :
    NewChar = input("Input new value for position: ")
    LookUp[StartPos + n] = NewChar
    n = n + 1
print(str(NumToChange) + " entries changed")
```



5 (b): VB.NET

A StreamWriter() solution:

```
Sub InputData()
    Dim CDTitle, CDArtist, CDLocation As String
    Dim FileHandle As IO.StreamWriter
    FileHandle = New IO.StreamWriter("MyMusic.txt") ("MyMusic.txt")
    Console.WriteLine("Input CD Title: ")
    CDTitle = Console.ReadLine()
    Do Until CDTitle = "##"
        Console.WriteLine("Input CD Artist: ")
        CDArtist = Console.ReadLine()
        Console.WriteLine("Input CD Location: ")
        CDLocation = Console.ReadLine()
        FileHandle.WriteLine(CDTitle & ":" & CDArtist & ":" & CDLocation)
        Console.WriteLine("Input CD Title: ")
        CDTitle = Console.ReadLine()
    Loop
    FileHandle.Close()
End Sub
```

A legacy FileOpen() solution:

```
Sub InputData()
    Dim CDTitle, CDArtist, CDLocation As String
    FileOpen(1, "MyMusic", OpenMode.Output)
    Console.WriteLine("Input CD Title: ")
    CDTitle = Console.ReadLine()
    Do Until CDTitle = "##"
        Console.WriteLine("Input CD Artist: ")
        CDArtist = Console.ReadLine()
        Console.WriteLine("Input CD Location: ")
        CDLocation = Console.ReadLine()
        Print(1, CDTitle & ":" & CDArtist & ":" & CDLocation)
        Console.WriteLine("Input CD Title: ")
        CDTitle = Console.ReadLine()
    Loop
    FileClose(1)
End Sub
```

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5 (b): Pascal

```

procedure InputData;
var
    CDTitle, CDArtist, CDLocation : string;
    CDFile : Textfile;
begin
    assign(CDFile, 'MyMusic');
    rewrite(CDFile);
    writeln('Input CD Title: ');
    readln(CDTitle);
    while (CDTitle <> '##') do
    begin
        writeln('Input CD Artist: ');
        readln(CDArtist);
        writeln('Input CD Location: ');
        readln(CDLocation);
        writeln(CDFile, CDTitle + ':' + CDArtist + ':' + CDLocation);
        writeln('Input CD Title: ');
        readln(CDTitle);
    end;
    close(CDFile);

```


QUESTION 10.

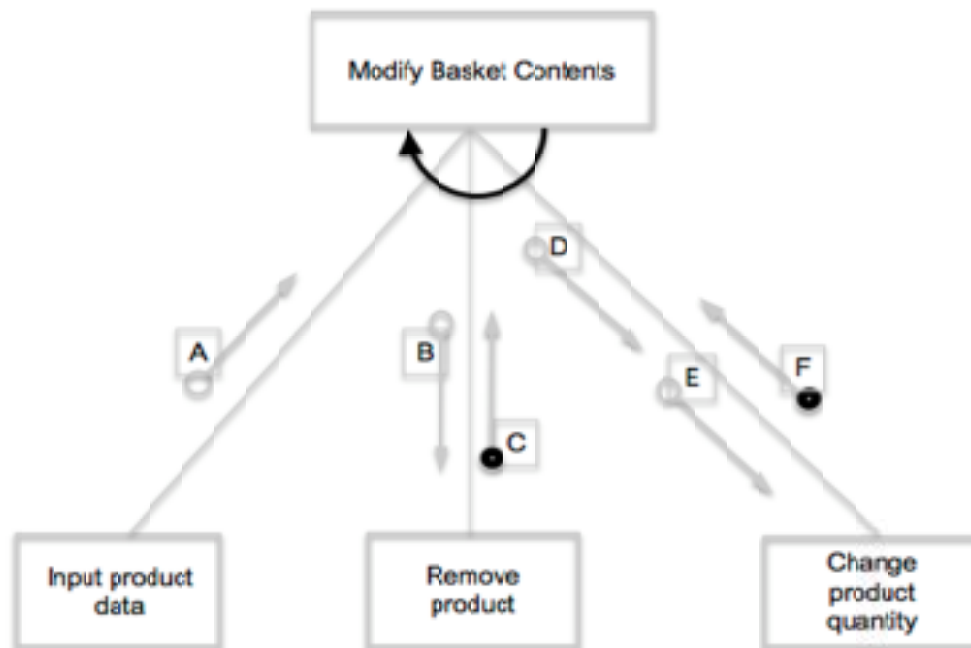


- 4 (a)
- Functions / Procedures
 - Ability to pass parameters between modules
 - Use of local / global variables

[2]



(b) (i)



One mark for correct arrow as shown – accept either direction

(ii)

[4]

Data Item	Parameter					
	A	B	C	D	E	F
Product ID	✓	✓		✓	(✓)	
Quantity				(✓)	✓	
Flag Value – indicating operation success or fail			✓			✓

Mark as follows:

Row 1: One mark for tick in A **AND** B, one mark for D **OR** E

Row 2: One mark for D **OR** E (must be opposite of Row 1)

Row 3: One mark for C **AND** F

QUESTION 11.



end.

4(e): Python

```
def ProductCodeSearch(SearchCode):  
    # list indexes start at zero  
    i = 0  
    Found = "no"  
    while not(i == 1001 or Found == "yes"):  
        if SearchCode == PCode[i]:  
            Found = "yes"
```

QUESTION 12.



Question	Answer	Marks
4(a)	• The <u>hierarchy</u> of modules • <u>Parameters</u> that are passed between modules // The <u>interface</u> between the modules / • The <u>sequence</u> • Iteration / selection One mark per item	3
4(b)	<u>FUNCTION CardPayment</u> (<u>ParamA : REAL, ParamB : STRING</u>) <u>RETURNS BOOLEAN</u> One mark per underlined part Order not significant for ParamA and ParamB Function name and parameter names not important but must be present	3

QUESTION 13.

Cambridge
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Cambridge International Advanced Subsidiary and Advanced Level



COMPUTER SCIENCE

9608/22

Paper 2 Written Paper

May/June 2019

MARK SCHEME

Maximum Mark: 75

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.

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This document consists of **15** printed pages.



Cambridge Assessment
International Education



Generic Marking Principles

These general marking principles must be applied by all examiners when marking candidate responses. 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														
1(a)(i)	- a sequence of steps / stages / instructions - to implement a task // solution to a problem Allow alternatives to sequence providing meaning is clear.														
1(a)(ii)	Input: - e.g. <code>INPUT MyVar // READFILE MyFile, MyString</code> Process: - e.g. <code>NextChar ← 'X' // Count ← Count + 1</code> Output:: - e.g. <code>OUTPUT "Hello World" // WRITEFILE "LogFile.txt", SomeData</code> Mark as follows: One mark for each stage (Input and Process) One mark for each pseudocode example														
1(b)(i)	<table><thead><tr><th>Expression</th><th>Evaluates to</th></tr></thead><tbody><tr><td><code>STRING_TO_NUM(RIGHT(ID, 3))</code></td><td>234.0 / 234</td></tr><tr><td><code>INT(Height * Children)</code></td><td>11</td></tr><tr><td><code>IsMarried AND Married < 31/12/1999</code></td><td>TRUE</td></tr><tr><td><code>LENGTH(ID & NUM_TO_STRING(Height))</code></td><td>8</td></tr><tr><td><code>MID((ID, INT(Height) - Children, 2)</code></td><td>"23"</td></tr></tbody></table> No quotes for row 1 Quotes (single or double) for row 5	Expression	Evaluates to	<code>STRING_TO_NUM(RIGHT(ID, 3))</code>	234.0 / 234	<code>INT(Height * Children)</code>	11	<code>IsMarried AND Married < 31/12/1999</code>	TRUE	<code>LENGTH(ID & NUM_TO_STRING(Height))</code>	8	<code>MID((ID, INT(Height) - Children, 2)</code>	"23"		5
Expression	Evaluates to														
<code>STRING_TO_NUM(RIGHT(ID, 3))</code>	234.0 / 234														
<code>INT(Height * Children)</code>	11														
<code>IsMarried AND Married < 31/12/1999</code>	TRUE														
<code>LENGTH(ID & NUM_TO_STRING(Height))</code>	8														
<code>MID((ID, INT(Height) - Children, 2)</code>	"23"														
1(b)(ii)	<table><thead><tr><th>Variable</th><th>Data type</th></tr></thead><tbody><tr><td><code>Married</code></td><td>DATE</td></tr><tr><td><code>ID</code></td><td>STRING</td></tr><tr><td><code>MiddleInitial</code></td><td>CHAR</td></tr><tr><td><code>Height</code></td><td>REAL</td></tr><tr><td><code>IsMarried</code></td><td>BOOLEAN</td></tr></tbody></table> One mark per data type	Variable	Data type	<code>Married</code>	DATE	<code>ID</code>	STRING	<code>MiddleInitial</code>	CHAR	<code>Height</code>	REAL	<code>IsMarried</code>	BOOLEAN		5
Variable	Data type														
<code>Married</code>	DATE														
<code>ID</code>	STRING														
<code>MiddleInitial</code>	CHAR														
<code>Height</code>	REAL														
<code>IsMarried</code>	BOOLEAN														



Question	Answer	
2(a)(i)	- To make a more manageable / understandable solution - To support modular design	
2(a)(ii)	- Allows the subroutine to be called from many / multiple places - Subroutine may be (independently) tested and debugged - If the task changes the change needs to be made only once - Reduces unnecessary duplication / program lines - Allows teams to work on different parts of the solution	
2(a)(iii)	Type of subroutine: Function Justification: It returns a value // assigns a value to variable <i>Answer</i> One mark for type One mark for justification	2
2(b)	- An editor is used to produce / write / modify the <u>source code</u> / <u>program</u> / <u>high-level language code</u> OR by example: An editor provides (features such as) context-sensitive prompts / dynamic syntax checking etc. - A translator (compiler) is used to translate / convert the source code / program / high-level language code into <u>object code</u> / <u>machine code</u> / <u>an executable file</u>. OR A translator (interpreter) is used to translate the source code / program / high-level language code <u>line by line</u> - A debugger is used to test the program / detect errors (and correct errors) in the program. One mark per bullet point	3



Question	Answer
2(c)	Control structure: A (pre-) <u>conditional</u> loop Function of code: • Check if <code>Result</code> is less than 20 and If true, calls <code>ResetSensor</code> with parameter value 3... • ... and assign the value returned by <code>GetSensor</code> with parameter value 3 to <code>Result</code> • Loop until <code>Result >= 20</code> OR Control structure: A selection // conditional statement Function of code: • Check if <code>Result</code> is less than 20 and If true, calls <code>ResetSensor</code> with parameter value 3... • ... and assign the value returned by <code>GetSensor</code> with parameter value 3 to <code>Result</code> One mark for control structure, maximum two for function Function of code marks independent of answer to control structure

Question	Answer	Marks
3(a)(i)	<u>PROCEDURE SubA</u> (<u>A : STRING</u>, <u>B : INTEGER</u>, <u>BYREF C : CHAR</u>) One mark for each underlined part Ignore <code>BYVAL</code> for parameter A and/or parameter B Parameter order / names not important but must be correct data types	3
3(a)(ii)	<u>Function SubB</u> (<u>D : STRING</u>, <u>E : INTEGER</u>) <u>RETURNS BOOLEAN</u> One mark for each underlined part Ignore <code>BYVAL</code> for parameter D and/or parameter E Parameter order / names not important but must be correct data types	3
3(b)	• Selection • Iteration • Sequence One mark per bullet to max. 2	2



Question	Answer				
4(a)(i)	Index	NextChar	Selected	NewValue	NewString
			0		"0"
	1	'1'			"01"
	2	'2'			"012"
	3	'▽'		12	
			12		
					"0"
	4	'3'			"03"
	5	'4'			"034"
	6	'▽'		34	
			34		
					"0"
	7	'5'			"05"
	8	'▽'		5	
					"0"
	9	'▽'		0	
					"0"
	10	'3'			"03"
	11	'9'			"039"
One mark for each column.					
If no mark for columns, award one mark for initialisation of <code>Selected</code> to 0 and <code>Newstring</code> to '0' (single or double quotes).					
4(a)(ii)	34				



Question	Answer	
4(b)(i)	- The final value (in the string) is the largest value (39) and is not considered // final comparison with variable <code>Selected</code> is not made - The loop terminates at the end of the string (the character 9) // there wasn't a final space / non-numeric digit One mark per bullet.	
4(b)(ii)	- Check the (final) value of <code>NewString</code> after the loop... ...and see if it is greater than <code>Selected</code> (repeat the existing conditional clause) OR - Amend the algorithm to add a space character / non-numeric character to the end of the string... ...before the <code>FOR</code> loop / at the start of the function One mark per bullet point Accept alternative workable solution	2



Question	Answer	
5(a)	One mark for each of: • Open the file • Set a count to zero • Loop until end of file // no more lines to read • Increment the count each time a line is read in a loop Maximum 3 marks	
5(b)	<pre>PROCEDURE CountLines(FileName : STRING) DECLARE NumLines : INTEGER DECLARE Dummy : STRING NumLines ← 0 OPENFILE FileName FOR READ WHILE NOT EOF(FileName) READFILE FileName, Dummy NumLines ← NumLines + 1 ENDWHILE CLOSEFILE FileName OUTPUT "Number of lines in the file : ", NumLines ENDPROCEDURE</pre> One mark for each of the following: 1. Procedure header and end, including parameter 2. Declaration and initialisation of a local INTEGER to count lines (e.g. NumLines) 3. OPEN file in read mode and CLOSE file 4. WHILE loop stopping when EOF(FileName) 5. Read a line from the file and increment NumLines in a loop 6. Output a message plus the NumLines outside a loop	6



Question	Answer
6(a)	'Pseudocode' solution included here for development and clarification of mark scheme. Programming language example solutions appear in the Appendix. <pre> FUNCTION GetInfo() RETURNS STRING DECLARE ID : STRING DECLARE PreferredName : STRING DECLARE Valid : BOOLEAN Valid ← FALSE WHILE Valid = FALSE OUTPUT "Please Enter a valid ID" INPUT ID IF LENGTH(ID) = 5 AND LEFT(ID, 1) >= 'A' <u> </u> AND LEFT(ID, 1) <= 'Z' <u> </u> AND ISNUM(RIGHT(ID, 4)) <u> </u> THEN Valid ← TRUE ENDIF ENDWHILE OUTPUT "Please enter preferred name" INPUT PreferredName RETURN ID & '*' & PreferredName ENDFUNCTION </pre> One mark for each of the following: 1. Function header and end (where appropriate) 2. Local variables used are declared (commented in python) 3. Prompt and input for ID (until valid) and preferred name 4. Conditional loop repeating while ID is invalid 5. test length in a loop 6. test first character in a loop 7. test last four characters in a loop 8. Concatenate using correct separator character and return resulting string



Question	Answer	
6(b)	'Pseudocode' solution included here for development and clarification of mark scheme. Programming language example solutions appear in the Appendix. <pre> PROCEDURE TopLevel() DECLARE Response : CHAR DECLARE InputData : STRING DECLARE Success : BOOLEAN Response ← 'Y' WHILE Response = 'Y' InputData ← GetInfo() IF LEFT(InputData,1) < 'N' THEN Success ← WriteInfo(InputData, "File1.txt") ELSE Success ← WriteInfo(InputData, "File2.txt") ENDIF IF NOT Success THEN Response ← 'N' ELSE OUTPUT "Enter details for another student? (Y/N)" INPUT Response ENDIF ENDWHILE ENDPROCEDURE </pre> One mark for each of the following: 1. Procedure header and end 2. Conditional loop terminated with user input 3. call to <code>GetInfo()</code> in a loop 4. check first character of returned <code>UserID</code> value in a loop 5. call(s) to <code>WriteInfo()</code> in both cases ... 6. ... with two <code>STRING</code> parameters in a loop 7. exit procedure if <code>WriteInfo()</code> unsuccessful in a loop 8. if <code>WriteInfo()</code> successful, prompt and check input to repeat / exit in a loop	
6(c)	<u>FUNCTION WriteInfo (FileData : STRING, Filename : STRING)</u> <u>RETURNS BOOLEAN</u> One mark per underlined section	3

**Program Code Example Solutions****Q6 (a): Visual Basic**

```
Function GetInfo() As String
    Dim ID As String = ""
    Dim PreferredName As String = ""
    Dim Valid As Boolean = False
    While Valid = False
        Console.WriteLine("Please enter a valid ID : ")
        ID = Console.ReadLine()
        If Len(ID) = 5 And Left(ID, 1) >= "A" And Left(ID, 1) <= "Z" ____
            And IsNumeric(Right(ID, 4)) Then
            Valid = True
        End If
    End While
    Console.WriteLine("Please enter preferred name : ")
    PreferredName = Console.ReadLine()
    Return ID & "*" & PreferredName
End Function
```

Alternative:

```
Function GetInfo() As String

    Dim ID As String
    Dim PreferredName As String
    Dim Valid As Boolean
    Dim Number As String
    Dim Size As Integer
    Dim i As Integer

    Valid = False

    While Valid = False
        Console.WriteLine("Please Enter a valid ID")
        ID = Console.ReadLine()
        Size = Len(ID)

        If (Size = 5) And ((Left(ID, 1) >= "A") And (Left(ID, 1) <= "Z"))
Then
            Valid = True
            For i = 2 To 5
                Number = Mid(ID, i, 1)
                If (Number < "0") Or (Number > "9") Then
                    Valid = False
                End If
            Next
        End If
    End While

    Console.WriteLine("Please enter preferred name")
    PreferredName = Console.ReadLine()
    Return (ID & "*" & PreferredName)
End Function
```

**Q6 (a): Pascal**

```
function GetInfo() : String;
var
    ID : String;
    PreferredName : String;
    Valid : Boolean;
    Value, Code : Integer;
begin
    Valid := false;
    while not Valid do
    begin
        Write('Please enter a valid ID : ');
        Readln(ID);
        if (Length(ID) = 5) and (ID[1] >= 'A') and (ID[1] <= 'Z') then
            Valid := true;
        Val(Copy(ID, 2, 4), Value, Code);
        if Code <> 0 then
            Valid := false;
        end;
        Write('Please enter preferred name : ');
        Readln(PreferredName);
        GetInfo := ID + '*' + PreferredName;
    end;
end;
```

Free Pascal

```
function GetInfo() : String;
var
    ID : String;
    PreferredName : String;
    Valid : Boolean;
    Value, Code : Integer;
begin
    Valid := false;
    while not Valid do
    begin
        Write('Please enter a valid ID : ');
        Readln(ID);
        if (Length(ID) = 5) and (ID[1] >= 'A') and (ID[1] <= 'Z') and (IsNumber(SubStr(ID, 2, 4))) then
            Valid := true;
        end;
        Write('Please enter preferred name : ');
        Readln(PreferredName);
        result := ID + '*' + PreferredName;
    end;
end;
```


**Q6 (a): Python**

```
def GetInfo() :  
    ID = ""                # string variable  
    PreferredName = ""     # string variable  
    Valid = False         # Boolean variable  
    while not Valid :  
        ID = input("Please enter a valid ID : ")  
        if len(ID) == 5 and ID[0] >= "A" and ID[0] <= "Z" and  
ID[1:].isnumeric() :  
            Valid = True  
    PreferredName = input("Please enter preferred name : ")  
    return ID + "*" + PreferredName
```

**Q6 (b): Visual Basic**

```
Sub TopLevel()  
    Dim Response As String = "Y"  
    Dim InputData As String = ""  
    Dim Success As Boolean = True  
    While Response = "Y"  
        InputData = GetInfo()  
        If Left(InputData, 1) < "N" Then  
            Success = WriteInfo(InputData, "File1.txt")  
        Else  
            Success = WriteInfo(InputData, "file2.txt")  
        End If  
        If Not Success Then  
            Response = "N"  
        Else  
            Console.Write("Enter details for another student? Y/N ")  
            Response = Console.ReadLine()  
        End If  
    End While  
End Sub
```

Q6 (b): Pascal

```
procedure TopLevel();  
var  
    Response : Char;  
    InputData : String;  
    Success : Boolean;  
begin  
    Response := 'Y';  
    while Response = 'Y' do  
        begin  
            InputData := GetInfo();  
            if InputData[1] < 'N' then  
                Success := WriteInfo(InputData, 'File1.txt')  
            else  
                Success := WriteInfo(InputData, 'File2.txt');  
            if not Success then  
                Response := 'N'  
            else  
                begin  
                    Write('Enter details for another student? (Y/N) ');  
                    Readln(Response);  
                end;  
            end;  
        end;  
    end;  
end;
```

**Q6 (b): Python**

```
def TopLevel() :  
    Response = "Y"           # string/character variable  
    InputData = ""           # string variable  
    Success = True           # Boolean variable  
    while Response == "Y" :  
        InputData = GetInfo()  
        if InputData[0] < "N" :  
            Success = WriteInfo(InputData, "File1.txt")  
        else :  
            Success = WriteInfo(InputData, "File2.txt")  
        if not Success :  
            Response = "Y"  
        else :  
            Response = input("Enter details for another student? (Y/N) ")
```

QUESTION 14.



Question	Answer	
3(a)	Mark as follows: • One mark for four boxes connected as shown (search, allocate and enable in the correct order) • One mark for each of: • Arrows labelled AA, BB and CC with correct symbols • Return parameter from Search with correct symbol • Return boolean from Allocate with correct symbol • Double-headed arrow for DD • One mark for repetition arrow (either direction)	
3(b)	• He would use his <u>transferrable skills</u> to understand the new program • He could recognise (or equivalent phrase) basic control structures in the language / by example of a program construct (loops, conditional, declaration...) • He could read the comments / meaningful variable names One mark for each bullet point	2

QUESTION 15.



	4. Iteration / Repetition	
2(b)	One mark for name and one mark for explanation. Example: • PrettyPrint // Colour coding • Colour coding of command words / key words • Expand and collapse code blocks • Allows programmer to focus on a section of code // allows quicker navigation of the code • Auto(matic) indentation • Allows the programmer to clearly see the different code sections / easier to see the code structure Accept suitable alternatives	2
2(c)	One mark for identification, one mark for description: • By reference / ref • The <u>address</u> of / <u>pointer</u> to the parameter is passed to the subroutine // if the parameter value is changed in the subroutine this changes the original value	2
2(d)	One mark per bullet point: • Changes made to // Updating // Editing a program / algorithm / data structure / software / system • ...as a result of changes to requirements / specification / legislation / available technology	2

QUESTION 16.



Question	Answer	Marks
5	<pre>graph TD; Renew[Renew()] --> Validate[Validate()]; Renew --> Lookup[Lookup()]; Renew --> Update[Update()]; Validate -- P3 --> Renew; Validate -- S2 --> Validate; Lookup -- P4 --> Renew; Update -- T4 --> Renew;</pre> One mark for each of: 1. Diagram with boxes as above correctly labelled 2. P3 and S2 3. Return Boolean from <code>Validate()</code> 4. P4 5. M4 6. T4 7. Return parameter from <code>Update()</code>	7

QUESTION 17.



Question	Answer
3	<pre>sequenceDiagram participant CP as ChangePassword() participant GP as GetPassword() participant UF as UpdateFile() CP->>GP: AccountID GP-->>CP: OldPassword CP->>UF: AccountID UF-->>CP: NewPassword UF-->>CP: BOOLEAN</pre> UML sequence diagram for <code>ChangePassword()</code>: <code>ChangePassword()</code> sends <code>AccountID</code> to <code>GetPassword()</code>. <code>GetPassword()</code> returns <code>OldPassword</code> to <code>ChangePassword()</code>. <code>ChangePassword()</code> sends <code>AccountID</code> to <code>UpdateFile()</code>. <code>UpdateFile()</code> returns <code>NewPassword</code> and a <code>BOOLEAN</code> value to <code>ChangePassword()</code>. One mark for each of the following: - all three boxes correctly labelled - parameters in to <code>GetPassword()</code> - value back from <code>GetPassword()</code> - parameters in to <code>UpdateFile()</code> <code>BOOLEAN</code> value back from <code>UpdateFile()</code>

Question	Answer	Marks