
COMPUTER SCIENCE

9608/23

Paper 2 Written Paper

October/November 2018

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.

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

Cambridge International will not enter into discussions about these mark schemes.

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This document consists of **13** printed pages.

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)(i)	<table border="1"> <thead> <tr> <th data-bbox="320 248 798 313">Statement</th> <th data-bbox="798 248 994 313">Assignment</th> <th data-bbox="994 248 1157 313">Selection</th> <th data-bbox="1157 248 1310 313">Iteration</th> </tr> </thead> <tbody> <tr> <td data-bbox="320 313 798 380">CASE OF TempSensor1</td> <td data-bbox="798 313 994 380"></td> <td data-bbox="994 313 1157 380">✓</td> <td data-bbox="1157 313 1310 380"></td> </tr> <tr> <td data-bbox="320 380 798 448">ELSE</td> <td data-bbox="798 380 994 448"></td> <td data-bbox="994 380 1157 448">✓</td> <td data-bbox="1157 380 1310 448"></td> </tr> <tr> <td data-bbox="320 448 798 515">REPEAT</td> <td data-bbox="798 448 994 515"></td> <td data-bbox="994 448 1157 515"></td> <td data-bbox="1157 448 1310 515">✓</td> </tr> <tr> <td data-bbox="320 515 798 582">ENDFOR</td> <td data-bbox="798 515 994 582"></td> <td data-bbox="994 515 1157 582"></td> <td data-bbox="1157 515 1310 582">✓</td> </tr> <tr> <td data-bbox="320 582 798 649">DayNumber ← DayNumber + 1</td> <td data-bbox="798 582 994 649">✓</td> <td data-bbox="994 582 1157 649"></td> <td data-bbox="1157 582 1310 649"></td> </tr> <tr> <td data-bbox="320 649 798 716">Error ← TRUE</td> <td data-bbox="798 649 994 716">✓</td> <td data-bbox="994 649 1157 716"></td> <td data-bbox="1157 649 1310 716"></td> </tr> </tbody> </table> <p data-bbox="316 741 555 775">One mark per row</p>				Statement	Assignment	Selection	Iteration	CASE OF TempSensor1		✓		ELSE		✓		REPEAT			✓	ENDFOR			✓	DayNumber ← DayNumber + 1	✓			Error ← TRUE	✓			6
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Question	Answer	Marks
2(a)(i)	<pre> FUNCTION CalcBonus(CardNum: STRING) RETURNS INTEGER DECLARE Points : INTEGER DECLARE Bonus : INTEGER DECLARE Spend : REAL Points ← GetPoints(CardNum) Spend ← GetSpend(CardNum) IF Points > 2000 THEN Bonus ← 100 ELSE IF Spend > 1000 THEN Bonus ← 50 ELSE Bonus ← 10 ENDIF ENDIF RETURN Bonus ENDFUNCTION </pre> <p>1 mark for each of the following up to max 5 marks:</p> <ol style="list-style-type: none"> 1 Function heading (inc parameters) and ending 2 Declaring local variables and two function calls as above 3 IF...THEN...ELSE...ENDIF with Points > 2000 4 (Nested) IF...THEN...ELSE with Spend > 1000 5 ... assignment of Bonus to 10, 50 100 6 Return parameter 	5

Question	Answer	Marks
2(a)(ii)	<p>The pseudocode shown here is only an example. The use of an explicit flag and IF structure are not essential provided the functionality is provided.</p> <pre> FUNCTION GetCardNumber() RETURNS STRING DECLARE Valid : BOOLEAN DECLARE CardNum : STRING Valid ← FALSE REPEAT OUTPUT "Enter card number" INPUT CardNum IF LENGTH(CardNum) = 16 AND IS_NUM(CardNum) = TRUE THEN Valid ← TRUE ENDIF UNTIL Valid RETURN CardNum ENDFUNCTION </pre> <p>1 mark for each of the following:</p> <ol style="list-style-type: none"> 1 Declaring local variable to store user input 2 Conditional Loop 3 Prompt and input of CardNum 4 Length check 5 Checking IS_NUM(CardNum) is TRUE 6 Return a value 	6
2(b)(i)	<p>Name: Logic (error) Description: Where the program does not behave as expected / Does not give expected result / An error in the logic of the algorithm</p> <p>OR</p> <p>Name: Run-time // execution (error) Description: The program performs an illegal operation</p> <p>One mark for name + one mark for corresponding description</p>	2
2(b)(ii)	<p>Values: any Spend value and Points > 2000 Justification: Bonus should be 100</p> <p>Values: Spend > 1000 and Points <= 2000 Justification: Bonus should be 50</p> <p>Values: Spend <= 1000 and Points <= 2000 Justification: Bonus should be 10</p> <p>2 marks for values 2 marks for relevant and appropriate reasons</p>	4

Question	Answer	Marks
2(c)	<p>Name: Corrective Reason: Amend the algorithm to 'eliminate errors'</p> <p>Name: Adaptive Reason: In response to specification change arising from changes to business rules or environment (regulatory)</p> <p>Name: Perfective Reason: To make improvements to the program</p> <p>One mark for each name plus one mark for corresponding reason up to max 4 marks</p>	4

Question	Answer	Marks
3(a)	<p>Name: count controlled / FOR ... NEXT loop Justification: Known / fixed number of iterations // all elements of the array need to be checked</p> <p>1 mark for name 1 mark for justification</p>	2
3(b)	<p>Steps:</p> <ul style="list-style-type: none"> • Declare (and initialise values to first array element) for min and max as integers • A loop / iteration / repetition to check every element • Compare each array element with max variable and min variable • Update max variable if bigger and min variable if smaller <p>1 mark per bullet point</p> <p>Alternative steps:</p> <ul style="list-style-type: none"> • Apply a sort routine to the values in the array • Swapping consecutive elements (as necessary) // until no more swaps • Min will be the first / last element and max will be the last / first element <p>1 mark per bullet point</p> <p>Max 3 marks</p>	3

Question	Answer		Marks			
4(a)(i)	The name of a global identifier	LastElement // ThisArray	5			
The name of a user-defined procedure	Insert					
The scope of ArrayIndex	Local					
The number of dimensions of ThisArray	2					
The scope of NewData	Local					
4(a)(ii)	<p>Example mark points:</p> <ul style="list-style-type: none"> • Conditional loop through array <code>ThisArray</code> one element at a time until found • Compare the element from row / column 1 of the array with <code>NewData</code> • If the current element is greater than <code>NewData</code> set <code>Found</code> to <code>TRUE</code> (to exit the loop) • If the current element is not greater than <code>NewData</code> increment <code>ArrayIndex</code> 		4			

Question	Answer	Marks
4(b)	<p>'Pseudocode' solution included here for development and clarification of mark scheme.</p> <p>Programming language solutions appear at the end of this mark scheme.</p> <pre> FUNCTION Update(NewData: STRING) RETURNS INTEGER DECLARE ArrayIndex : INTEGER DECLARE Found : BOOLEAN DECLARE Validate : BOOLEAN ArrayIndex ← 1 Found ← FALSE WHILE ArrayIndex <= LastElement AND Found = FALSE IF ThisArray[ArrayIndex, 1] > NewData THEN Found ← TRUE ELSE ArrayIndex ← ArrayIndex + 1 ENDIF ENDWHILE IF Found = TRUE THEN Validate ← Insert(ArrayIndex, NewData) IF Validate = FALSE THEN ArrayIndex ← -1 ENDIF ELSE ArrayIndex ← 0 ENDIF RETURN ArrayIndex ENDFUNCTION </pre> <p>1 mark for each of the following:</p> <ol style="list-style-type: none"> 1 Function heading and ending including parameters 2 Local variable declarations and Initialisation of ArrayIndex and Found 3 WHILE loop 4 First IF-THEN-ELSE-ENDIF clause 5 Second IF clause including function call to Insert() 6 Check Return value 7 Set / return -1 IF (Validate) FALSE 8 Return parameter value (-1 or 0 // ArrayIndex) 	8

Question	Answer	Marks
4(c)	Description to include: <ul style="list-style-type: none"> • mechanism involves using <u>parameters</u> .. to pass values from one procedure to another • parameters may be 'by reference' or 'by value' 	2
4(d)(i)	Pseudocode solution included here for development and clarification of mark scheme. Programming language solutions appear at the end of this mark scheme. <pre> DECLARE i : INTEGER FOR i ← 1 to 200 IF CharArray[i] >= '0' AND CharArray[i]<= '9' THEN CharArray[i] ← '*' ENDFOR ENDFOR </pre> 1 mark for each of the following: <ul style="list-style-type: none"> • looping through 200 elements • selection statement • assignment of '*' 	3
4(d)(ii)	CONSTANT LastElement = 200	1

Question	Answer	Marks
5	<pre> FUNCTION ReadFileLine (FileName: STRING, FileLine: INTEGER) RETURNS STRING DECLARE FileData : STRING DECLARE LineNumber : INTEGER OPENFILE FileName FOR READ LineNumber ← 0 // no line read yet WHILE (NOT EOF(FileName)) AND FileLine <> LineNumber READFILE FileName, FileData LineNumber ← LineNumber + 1 ENDWHILE IF FileLine <> LineNumber THEN FileData ← "*****" ENDIF CLOSEFILE FileName RETURN FileData ENDFUNCTION </pre> <p>1 mark for each of the following:</p> <ol style="list-style-type: none"> 1 Function heading including parameters. 2 Declare local variables FileData and LineNumber 3 Open FileName in READ mode 4 WHILE loop 5 Call to READFILE () (in a loop) 6 Incrementing LineNumber (in a loop) 7 IF FileLine <> LineNumber (after a loop) 8 ...Set FileData to "*****" 9 Close FileName 10 Return FileData 	10

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

Program Code Example Solutions**Q4(b): Visual Basic**

```

FUNCTION Update (ByVal NewData AS STRING) AS INTEGER

    DIM ArrayIndex AS INTEGER
    DIM Found AS BOOLEAN
    DIM Validate AS BOOLEAN

    ArrayIndex = 1
    Found = FALSE

    WHILE ArrayIndex <= LastElement AND Found = FALSE
        IF ThisArray[ArrayIndex, 1] > NewData
            THEN
                Found = TRUE
            ELSE
                ArrayIndex = ArrayIndex + 1
            ENDIF
        ENDWHILE

    **IF Found = TRUE
        THEN
            Validate = Insert(ArrayIndex, NewData)
            IF Validate = FALSE
                THEN
                    ArrayIndex = -1
                ENDIF
            ELSE
                ArrayIndex = 0
            ENDIF

    RETURN ArrayIndex // Update = ArrayIndex

ENDFUNCTION

```

**** Alternative**

```

    IF Found = FALSE
        THEN
            ArrayIndex = 0
        ELSE
            Validate = Insert(ArrayIndex, NewData)
            IF Validate = FALSE
                THEN
                    ArrayIndex = -1
                ENDIF
            ENDIF
        ENDIF

    RETURN ArrayIndex

```

Q4(b): Pascal

```

function Update(NewData: string): integer;

```

```

var ArrayIndex : integer;
var Found : boolean;
var Validate : boolean;

begin
  ArrayIndex := 1;
  Found := FALSE;

  while ArrayIndex <= LastElement AND Found = FALSE do
    begin
      if ThisArray[ArrayIndex, 1] > NewData then found := True
      else ArrayIndex := ArrayIndex + 1;

    end;

  if Found = TRUE then
    begin
      Validate := Insert(ArrayIndex, NewData);
      if Validate = FALSE then
        ArrayIndex := -1;
      end
    else
      begin
        ArrayIndex := 0;
      end;

    Update := ArrayIndex;
  end;

```

Q4(b): Python

```

def Update(NewData):

    # ArrayIndex AS INTEGER
    # Found AS BOOLEAN
    # Validate AS BOOLEAN

    ArrayIndex = 1
    Found = FALSE
    LastElement = 20

    while ArrayIndex <= LastElement AND Found == FALSE:
        if ThisArray[ArrayIndex][1] > NewData:
            Found = TRUE
        else:
            ArrayIndex = ArrayIndex + 1

        if Found == TRUE:
            Validate = Insert(ArrayIndex, NewData)
            if Validate == FALSE:
                ArrayIndex = -1
            else:
                ArrayIndex = 0

    return ArrayIndex

```

Q4(d)(i): Visual Basic

```
Dim i AS Integer

For i = 1 to 200
    If CharArray(i) >= '0' AND CharArray(i) <= '9' then
        CharArray(i) = '*'
    Endif
Next i
```

Q4(d)(i): Pascal

```
var i : integer;

for i := 1 to 200 do
    begin
        If CharArray(i) >= '0' AND CharArray(i) <= '9' then
            CharArray(i) := '*';
        end;
    end;
```

Q4(d)(i): Python

```
#i as string
for i in CharArray:
    if CharArray.isdigit():
        i = '*'
```

**** Alternative**

```
# i as integer

for i in range(200):
    if CharArray[i] >= '0' and CharArray[i] <= '9':
        CharArray[i] = '*'
```