



**General Certificate of Education (A-level)  
June 2011**

**Computing**

**COMP1**

**(Specification 2510)**

**Unit 1: Problem Solving, Programming, Data  
Representation and Practical Exercise**

**Final**

***Mark Scheme***

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Mark schemes are prepared by the Principal Examiner and considered, together with the relevant questions, by a panel of subject teachers. This mark scheme includes any amendments made at the standardisation events which all examiners participate in and is the scheme which was used by them in this examination. The standardisation process ensures that the mark scheme covers the candidates' responses to questions and that every examiner understands and applies it in the same correct way. As preparation for standardisation each examiner analyses a number of candidates' scripts: alternative answers not already covered by the mark scheme are discussed and legislated for. If, after the standardisation process, examiners encounter unusual answers which have not been raised they are required to refer these to the Principal Examiner.

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To Examiners:

**When to award '0' (zero) when inputting marks on QMS and on scripts:** A mark of 0 should be awarded where a candidate has attempted a question but failed to write anything creditworthy. Insert a hyphen when a candidate has not attempted a question. By these two actions the Principal Examiner will be able to distinguish between the two (nothing credit worthy/unattempted) when analysing any statistics.

The following annotation is used in the mark scheme:

- ; - means a single mark
- // - means alternative response
- / - means an alternative word or sub-phrase
- A** - means acceptable creditworthy answer
- R** - means reject answer as not creditworthy
- NE** - means not enough
- I** - means ignore

No marks will be awarded for answers to testing questions where there is no evidence of programming code for the question(s) asked or where the screen captures provided by the candidate do not match what would be produced by the programming code provided by the candidate.

Qu	Part	Marking Guidance	Marks
1	01	0111 1011;	1
	02	256 // 2 <sup>8</sup> ;	1
	03	7;B;	2
	04	Easier for <u>people</u> to read/understand; (Can be displayed using) fewer digits; More compact when printed/displayed; <b>NE.</b> Takes up less space <b>NE.</b> More compact	<b>Max 1</b>
2	05	011;	1
	06	010;	1
	07	110;	1
	08	Gray code counters consume half the/less electrical power; Prevents some errors that can happen when the value changes; (When a value is incremented only one bit changes at a time therefore) there is less likelihood of an error occurring;  <b>A.</b> Fewer errors	<b>Max 1</b>

3	09	The number of pixels/dots; per cm/inch/unit of measurement;	2
	10	The number of bits used to represent (the colour/greyscale value); <b>R.</b> number of (different) colours of a single pixel;	2
	11	50; // 10*10; *4÷8; //100; ÷2; //100; *0.5; <b>MAX 1</b> if final answer not correct	2
	12	Does not deteriorate ( <b>A.</b> Concept of deteriorating by implication) when enlarged/magnified // (usually) faster to transmit // (usually) faster to load // (usually) uses less memory/storage space // Easier to edit/manipulate objects in the image ( <b>A.</b> Alternative word to object); <b>NE.</b> Easier to edit/manipulate	1
4	13	Design;	1
	14	Testing; <b>A.</b> Installation	1
5	15	To measure out one litre of water;	1
	16	3 litre capacity jug; and 5 litre capacity jug; <b>A.</b> 2 jugs; sink; with a tap/water; drain; Bob // Bob's knowledge and problem solving skills; Time;	<b>Max 3</b>
	17	Who is responsible for solving the problem;	1
6	18	18, 23, 21, 36, 40, 45, 58, 59 <b>Mark as follows:</b> 18 in the first place; 23 and 21 in correct order and in the second and third places; 21 and 36 in the correct order and in the third and fourth places; 40, 45, 58 and 59 in the correct order and in the last four places; <b>A.</b> Table 3 instead of Table 2 as long as the bottom cell of each of the scores column is correct ( <b>I.</b> any working out)	4
	19	Bubble sort; <b>NE.</b> sort	1

<b>7</b>	<b>20</b>	<p><b>VB.Net</b></p> <pre> Sub Main()     Dim Names(4) As String     Dim Current As Integer     Dim Max As Integer     Dim Found As Boolean     Dim PlayerName As String      Names(1) = "Ben"     Names(2) = "Thor"     Names(3) = "Zoe"     Names(4) = "Kate"     Max = 4     Current = 1     Found = False     Console.WriteLine("What player are you looking for?")     PlayerName = Console.ReadLine     While Found = False And Current &lt;= Max         If Names(Current) = PlayerName Then             Found = True         Else             Current = Current + 1         End If     End While     If Found = True Then         Console.WriteLine("Yes, they have a top score")     Else         Console.WriteLine("No, they do not have a top score")     End If     Console.ReadLine() End Sub </pre> <p><b>VB6</b></p> <pre> Private Sub Form_Load()     Dim Names(4) As String     Dim Current As Integer     Dim Max As Integer     Dim Found As Boolean     Dim PlayerName As String      Names(1) = "Ben"     Names(2) = "Thor"     Names(3) = "Zoe"     Names(4) = "Kate"     Max = 4     Current = 1     Found = False     PlayerName = InputBox("What player are you looking for?")     While Found = False And Current &lt;= Max         If Names(Current) = PlayerName Then             Found = True         Else             Current = Current + 1         End If     End While     If Found = True Then         MsgBox("Yes, they have a top score")     Else </pre> <p style="text-align: right;"><b>A.</b> Names(1 To 4)</p>
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	<pre> MsgBox("No, they do not have a top score") End If End End Sub </pre> <p><b>Pascal</b></p> <pre> Program Question7; Var   Names : Array[1..4] Of String;   Current : Integer;   Max : Integer;   Found : Boolean;   PlayerName : String; Begin   Names[1] := 'Ben';   Names[2] := 'Thor';   Names[3] := 'Zoe';   Names[4] := 'Kate';   Max := 4;   Current := 1;   Found := False;   Writeln('What player are you looking for?');   Readln(PlayerName);   While (Found = False) And (Current &lt;= Max)   Do     Begin       If Names[Current] = PlayerName       Then Found := True       Else Current := Current + 1;     End;   If Found = True   Then Writeln('Yes, they have a top score')   Else Writeln('No, they do not have a top score');   Readln; End. </pre> <p><b>Mark as follows:</b></p> <p>Correct variable declarations for Max, Current, Found, PlayerName and correct declaration for the Names array;</p> <p>Four correct values assigned to the correct positions in the Names array;</p> <p>Max, Current, Found initialised correctly;</p> <p>Correct prompt followed by PlayerName assigned value entered by user;</p> <p>WHILE loop formed correctly and correct conditions for the termination of the loop;</p> <p>First IF followed by correct condition and IF statement is inside the loop;</p> <p>THEN followed by correct assignment statement within a correctly formed IF statement;</p> <p>ELSE followed by correct assignment statement within a correctly formed IF statement;</p> <p>Second IF followed by correct condition and IF is after the loop;</p> <p>THEN followed by correct output within a correctly formed IF statement;</p> <p>ELSE followed by correct output within a correctly formed IF statement;</p> <p><b>I. Case of variable names, player names and output messages</b></p>	
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		<p><b>A.</b> Minor typos in variable names and output messages</p> <p><b>A.</b> <code>Max</code> declared as a constant instead of a variable</p> <p><b>A.</b> Alternative conditions with equivalent logic for the loop</p> <p><b>A.</b> Array positions 0-3 used instead of 1-4 if consistent usage throughout program</p>	11
	21	<p>****SCREEN CAPTURE****</p> <p><i>Must match code from 20, including prompts on screen capture matching those in code. Code for 20 must be sensible.</i></p> <p><b>Mark as follows:</b></p> <p>'What player are you looking for?' + user input of 'Thor';</p> <p>'Yes, they have a top score' message shown;</p> <p><b>I.</b> spacing</p> <p><b>R.</b> If code for 20 would not produce this test run</p>	2
	22	<p>****SCREEN CAPTURE****</p> <p><i>Must match code from 20, including prompts on screen capture matching those in code. Code for 20 must be sensible.</i></p> <p><b>Mark as follows:</b></p> <p>'What player are you looking for?' + user input of 'Imran';</p> <p>'No, they do not have a top score' message shown;</p> <p><b>I.</b> spacing</p> <p><b>R.</b> If code for 20 would not produce this test run</p>	2
8	23	<p><b>VB.Net/VB6</b></p> <p><code>Const MaxSize = 4</code></p> <p><b>I.</b> capitalisation</p> <p><b>Pascal</b></p> <p><code>Const MaxSize = 4;</code></p> <p><b>I.</b> missing semicolon, capitalisation</p> <p><b>NE.</b> <code>MaxSize</code></p> <p><b>A.</b> <code>MaxSize = 4</code></p>	1
	24	<p>Improves readability of code // Easier to update the programming code if the value changes (<b>A.</b> by implication) // reduce the likelihood of errors;</p>	1
	25	<p><code>PlayerOneName // PlayerTwoName;</code></p> <p><b>R.</b> if any additional code</p> <p><b>R.</b> if spelt incorrectly</p> <p><b>I.</b> case &amp; spaces</p> <p><b>A.</b> <code>MAX_SIZE</code> (Python only)</p> <p><b>A.</b> <code>Currentfile</code> (<b>R.</b> for VB6/VB.Net)</p>	1
	26	<p><code>LowestCurrentTopScore ;</code></p> <p><b>A.</b> <code>PositionOfLowestCurrentTopScore;</code></p> <p><b>R.</b> if any additional code</p> <p><b>R.</b> if spelt incorrectly</p> <p><b>I.</b> case &amp; spaces</p>	1
	27	<p><code>b;</code></p>	1

<b>28</b>	True;	<b>1</b>
<b>29</b>	False;	<b>1</b>
<b>30</b>	UpdateTopScores;  R. if spelt incorrectly I. case & spaces	<b>1</b>
<b>31</b>	VirtualDiceGame;  R. if spelt incorrectly I. case & spaces	<b>1</b>
<b>32</b>	AppealDieResult; RollAppealDie;  R. if spelt incorrectly R. RollAppealDie (Python only) I. case & spaces	<b>1</b>
<b>33</b>	Until PlayerOut // Until PlayerOut = True // until player is out;  A. any unambiguous description of the loop termination condition	<b>1</b>
<b>34</b>	Because the scope; of the two variables is different; // Because they are both local variables; in different subroutines;  A. Because where they are accessible is different;;	<b>2</b>
<b>35</b>	3;	<b>1</b>
<b>36</b>	It compares the score of the current record/position (in the TopScores array); with the lowest score found so far // with LowestCurrentTopScore; if it is less than it then it changes the lowest score found so far; R. swaps and makes the position of the lowest top score equal to count / equal to the current position in the array;	<b>4</b>



9	37	<p><b>VB.Net</b></p> <pre> If VirtualDiceGame Then     AppealDieResult = Int(Rnd() * 5) + 1 Else     Console.WriteLine("Please roll the appeal die and then enter your result.")     Console.WriteLine()     Console.WriteLine("Enter 1 if the result is NOT OUT")     Console.WriteLine("Enter 2 if the result is CAUGHT")     Console.WriteLine("Enter 3 if the result is LBW")     Console.WriteLine("Enter 4 if the result is BOWLED") <b>Console.WriteLine("Enter 5 if the result is RUN OUT")</b>     Console.WriteLine()     Console.Write("Result: ")     AppealDieResult = Console.ReadLine     Console.WriteLine() End If </pre> <p><b>VB6</b></p> <pre> If VirtualDiceGame Then     AppealDieResult = Int(Rnd() * 5) + 1 Else     WriteLine ("Please roll the appeal die and then enter your result.")     WriteLine ("")     WriteLine ("Enter 1 if the result is NOT OUT")     WriteLine ("Enter 2 if the result is CAUGHT")     WriteLine ("Enter 3 if the result is LBW")     WriteLine ("Enter 4 if the result is BOWLED") <b>WriteLine ("Enter 5 if the result is RUN OUT")</b>     WriteLine ("")     AppealDieResult = ReadLine("Result:")     WriteLine ("") End If </pre> <p><b>A. Text1.Text = Text1.Text &amp; "Enter 5 if the result is RUN OUT"</b>  <b>A. WriteLineWithMsg</b></p> <p><b>Pascal</b></p> <pre> If VirtualDiceGame Then AppealDieResult := Random(5) + 1 Else Begin     Writeln('Please roll the appeal die and then enter your result. ');     Writeln;     Writeln('Enter 1 if the result is NOT OUT');     Writeln('Enter 2 if the result is CAUGHT');     Writeln('Enter 3 if the result is LBW');     Writeln('Enter 4 if the result is BOWLED'); <b>Writeln('Enter 5 if the result is RUN OUT');</b>     Writeln;     Write('Result: ');     Readln(AppealDieResult);     Writeln; End; </pre>	
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	<p><b>Mark as follows:</b>  Generates random number between 1 and 5;  Appropriate prompt added if real dice being used;  <b>I.</b> minor typos and capitalisation in prompt  <b>A.</b> alternative sensible prompt</p>	<b>2</b>
<b>38</b>	<p><b>VB.Net</b>  Select Case AppealDieResult  Case 1  Console.WriteLine("Not out!")  Case 2  Console.WriteLine("Caught!")  Case 3  Console.WriteLine("LBW!")  Case 4  Console.WriteLine("Bowled!")  <b>Case 5</b>  <b>Console.WriteLine("Run Out!")</b>  End Select</p> <p><b>VB6</b>  Select Case AppealDieResult  Case 1  WriteLineWithMsg ("Not out!")  Case 2  WriteLineWithMsg ("Caught!")  Case 3  WriteLineWithMsg ("LBW!")  Case 4  WriteLineWithMsg ("Bowled!")  <b>Case 5</b>  <b>WriteLineWithMsg ("Run out!")</b>  End Select</p> <p><b>A.</b> WriteLine/WriteWithMsg/Msgbox instead of WriteLineWithMsg  <b>A.</b> Text1.Text = Text1.Text &amp; "Run out!"</p> <p><b>Pascal</b>  Case AppealDieResult Of  1 : Writeln('Not out!');  2 : Writeln('Caught!');  3 : Writeln('LBW!');  4 : Writeln('Bowled!');  5 : <b>Writeln('Run out!');</b>  End;</p> <p><b>Mark as follows:</b>  5th case option added;  Appropriate output message in 5<sup>th</sup> case option;  <b>I.</b> minor typos and capitalisation in output message</p>	<b>2</b>

	<b>39</b>	<p><b>****SCREEN CAPTURE(S)****</b>  <i>This is conditional on sensible code for 37 and 38</i></p> <p>Screen capture showing run out (option 5) message shown to user;          User enters "5" and correct output message showing 'RUN OUT!';</p> <p><b>A.</b> Alternative output message if matches code for 37/38</p>	<b>2</b>
<b>10</b>	<b>40</b>	<p><b>VB.Net</b>          If PlayerOneScore &gt; PlayerTwoScore Then          Console.WriteLine(PlayerOneName &amp; " wins!")          If PlayerTwoScore &gt; PlayerOneScore Then          Console.WriteLine(PlayerTwoName &amp; " wins!")  <b>If PlayerOneScore = PlayerTwoScore Then</b>  <b>Console.WriteLine("A draw!")</b></p> <p><b>VB6</b>          If PlayerOneScore &gt; PlayerTwoScore Then          WriteLineWithMsg (PlayerOneName &amp; " wins!")          If PlayerTwoScore &gt; PlayerOneScore Then          WriteLineWithMsg (PlayerTwoName &amp; " wins!")  <b>If PlayerOneScore = PlayerTwoScore Then</b>  <b>WriteLineWithMsg ("A draw!")</b></p> <p><b>A.</b> Using MsgBox/WriteLine/WriteWithMsg for output instead of          WriteLineWithMsg  <b>A.</b> Text.Text1 = Text.Text1 &amp; "A draw!"</p> <p><b>Pascal</b>          If (PlayerOneScore &gt; PlayerTwoScore)              Then Writeln(PlayerOneName, ' wins!');          If (PlayerTwoScore &gt; PlayerOneScore)              Then Writeln(PlayerTwoName, ' wins!');  <b>If (PlayerOneScore = PlayerTwoScore)</b>              <b>Then Writeln('A draw!');</b></p> <p><b>Mark as follows:</b>          IF statement;          with correct condition;          suitable output message shown under, and only under, correct          circumstances;</p>	<b>3</b>
	<b>41</b>	<p><b>****SCREEN CAPTURE(S)****</b></p> <p><b>Mark as follows:</b>          Test showing both player scores are 0;</p> <p>Correct message shown; <i>This is conditional on sensible code for 40</i></p>	<b>2</b>

11	42	<p><b>VB.Net</b></p> <pre>Console.Write("Result: ") BowlDieResult = Console.ReadLine() Console.WriteLine() While BowlDieResult &lt; 1 Or BowlDieResult &gt; 6     Console.WriteLine("Please enter a value between 1 and 6 only")     BowlDieResult = Console.ReadLine End While</pre> <p><b>Alternative Answer – VB.Net</b></p> <pre>Do     Console.Write("Result: ")     BowlDieResult = Console.ReadLine     If BowlDieResult &lt; 1 Or BowlDieResult &gt; 6 Then         Console.WriteLine("Please enter a number between 1 and 6 only")     End If Loop Until BowlDieResult &gt;= 1 And BowlDieResult &lt;= 6</pre> <p><b>VB6</b></p> <pre>BowlDieResult = ReadLine("Result:") While BowlDieResult &lt; 1 Or BowlDieResult &gt; 6     BowlDieResult = ReadLine("Please enter a value between 1 and 6 only") End While</pre> <p><b>A. InputBox instead of ReadLine</b></p> <p><b>Alternative Answer – VB6</b></p> <pre>Do     BowlDieResult = ReadLine("Result:")     If BowlDieResult &lt; 1 Or BowlDieResult &gt; 6 Then         BowlDieResult = WriteLine("Please enter a value between 1 and 6 only")     End If Loop Until BowlDieResult &gt;= 1 And BowlDieResult &lt;= 6</pre> <p><b>Pascal</b></p> <pre>Repeat     Write('Result: ');     Readln(BowlDieResult);     If (BowlDieResult &lt; 1) Or (BowlDieResult &gt; 6)         Then Writeln('Please enter a value between 1 and 6 only');     Until (BowlDieResult &gt;= 1) And (BowlDieResult &lt;=6);</pre> <p><b>Alternative Answer - Pascal</b></p> <pre>Write('Result: '); Readln(BowlDieResult); Writeln; While (BowlDieResult &lt; 1) Or (BowlDieResult &gt; 6)     Do         Begin             Writeln('Please enter a value between 1 and 6 only');</pre>	
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		<pre>Readln(BowlDieResult); End;</pre> <p><b>Mark as follows:</b>  Suitable iteration structure used in appropriate place in the Skeleton Program with one correct condition;  Use of OR logical operator and have second condition correct for iterative structure;  <b>A.</b> Alternative logic using AND and NOT logical operators  Correct error message and get choice from user – both inside the loop;  Error message is displayed if, and only if, invalid data entered by user;</p> <p><b>I.</b> minor typos and capitalisation in output message</p>	<b>4</b>
	<b>43</b>	<p>****SCREEN CAPTURE(S)****  <i>This is conditional on sensible code for 42</i></p> <p><b>Mark as follows:</b>  Test showing a value of 0 entered and the correct output message;  Test showing a value of 2 entered and the correct output message;  Test showing a value of 7 entered and the correct output message;</p> <p><b>I.</b> Order of tests  <b>A.</b> Alternative error message if matches code for 42</p>	<b>3</b>
<b>12</b>	<b>44</b>	<p><b>VB.Net</b>  <pre>Console.WriteLine("4. Display top scores") <b>Console.WriteLine("5. Save top scores")</b> Console.WriteLine("9. Quit")</pre></p> <p><b>VB6</b>  <pre>WriteLine ("4. Display top scores") <b>WriteLine ("5. Save top scores")</b> WriteLine ("9. Quit")</pre></p> <p><b>Pascal</b>  <pre>Writeln('4. Display top scores'); <b>Writeln('5. Save top scores');</b> Writeln('9. Quit');</pre></p> <p><b>A.</b> minor typos in output message</p>	<b>1</b>
	<b>45</b>	<p><b>VB.Net / VB6</b>  <pre>If OptionChosen &lt; 1 Or (OptionChosen &gt; 5 And OptionChosen &lt;&gt; 9) Then</pre></p> <p><b>Pascal</b>  <pre>If (OptionChosen &lt; 1) Or ((OptionChosen &gt; 5) And (OptionChosen &lt;&gt; 9)) Then</pre></p> <p><b>Mark as follows:</b>  OptionChosen &gt; 5 // OptionChosen &gt;= 6;</p>	<b>1</b>

46	<p><b>VB.Net</b></p> <pre>Sub SaveTopScores (ByVal TopScores () As TTopScore)   Dim Count As Integer   Dim LineToAddToFile As String   FileOpen(1, "HiScores.txt", OpenMode.Output)   For Count = 1 To MaxSize     LineToAddToFile = TopScores(Count).Name &amp; "," &amp; TopScores(Count).Score     PrintLine(1, LineToAddToFile)   Next   FileClose(1) End Sub</pre> <p><b>VB6</b></p> <pre>Private Sub SaveTopScores (ByRef TopScores () As TTopScore) Dim Count As Integer Open "HiScores.txt" For Output As #1 For Count = 1 To MaxSize   Print #1, TopScores(Count).Name &amp; "," &amp; Str(TopScores(Count).Score) Next Close #1 End Sub</pre> <p><b>Pascal</b></p> <pre>Procedure SaveTopScores (TopScores : TTopScores); Var   Count : Integer;   LineToAddToFile : String;   CurrentFile : TextFile; Begin   Assign(CurrentFile, 'HiScores.txt');   ReWrite(CurrentFile);   For Count := 1 To MaxSize     Do       Begin         LineToAddToFile := IntToStr(TopScores[Count].Score)         LineToAddToFile := TopScores[Count].Name + ',' + LineToAddToFile;         WriteLn(CurrentFile, LineToAddToFile);       End;     Close(CurrentFile);   End;</pre> <p><b>A.</b> Str(TopScores[Count].Score, LineToAddToFile); instead of LineToAddToFile := IntToStr(TopScores[Count].Score)</p> <p><b>Mark as follows:</b> Correctly named subroutine declared; <b>I.</b> capitalisation <b>R.</b> other mistakes in identifier File opened correctly (for output); First line to add into file consists of the 1<sup>st</sup> name; a comma and the 1<sup>st</sup> score; First line written to file correctly; 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> lines would be written to the file correctly;</p>	
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	<p>File closed correctly;</p> <p><b>Additional marks for good programming practice (Max 3):</b>          TopScores array passed as a parameter;          Use of iterative structure and counter used within iterative structure - going from 1 to MaxSize (R. 4);          Sensible identifier names used for <u>all</u> variables/parameters;          Evidence of sensible commenting of source code;</p>	<b>Max 10</b>
<b>47</b>	<p><b>VB.Net</b></p> <pre> Loop Until (OptionSelected &gt;= 1 And OptionSelected &lt;= 5) Or OptionSelected = 9 Console.WriteLine() If OptionSelected &gt;= 1 And OptionSelected &lt;= 5 Then     Select Case OptionSelected         Case 1 : PlayDiceGame(PlayerOneName, PlayerTwoName, True, TopScores)         Case 2 : PlayDiceGame(PlayerOneName, PlayerTwoName, False, TopScores)         Case 3 : LoadTopScores(TopScores)         Case 4 : DisplayTopScores(TopScores)         Case 5 : SaveTopScores(TopScores)     End Select </pre> <p><b>VB6</b></p> <pre> Loop Until (OptionSelected &gt;= 1 And OptionSelected &lt;= 5) Or OptionSelected = 9 If OptionSelected &gt;= 1 And OptionSelected &lt;= 5 Then     Select Case OptionSelected         Case 1: Call PlayDiceGame(PlayerOneName, PlayerTwoName, True, TopScores)         Case 2: Call PlayDiceGame(PlayerOneName, PlayerTwoName, False, TopScores)         Case 3: LoadTopScores(TopScores)         Case 4: Call DisplayTopScores(TopScores)         Case 5: Call SaveTopScores(TopScores) </pre> <p><b>Pascal</b></p> <pre> Until OptionSelected In [1..5, 9]; Writeln; If OptionSelected In [1..5]     Then         Case OptionSelected Of             1 : PlayDiceGame(PlayerOneName, PlayerTwoName, True, TopScores);             2 : PlayDiceGame(PlayerOneName, PlayerTwoName, False, TopScores);             3 : LoadTopScores(TopScores);             4 : DisplayTopScores(TopScores);             5 : SaveTopScores(TopScores);         End; </pre> <p><b>Mark as follows:</b>          Additional case statement for OptionSelected being 5;          Procedure call;          Passing TopScores as a parameter;          Loop terminating condition <b>and</b> selection condition range both changed from 1-4 to 1-5;</p>	<b>4</b>

	<b>48</b>	<p>****SCREEN CAPTURE****</p> <p>Adapted menu is displayed; <i>This is conditional on sensible answer for question 44</i></p> <p>option 5 is selected, and accepted as valid input; <i>This is conditional on sensible answer for questions 45 and 47</i></p>	<b>2</b>
	<b>49</b>	<p>****SCREEN CAPTURE****</p> <p><i>This is conditional on sensible answer for 45, 46 and 47</i></p> <p>Contents of file are <b>exactly</b> as follows:</p> <p>Ricky,12 Sachin,45 Brian,2 Janet,4</p> <p><b>A.</b> Screen capture showing contents of text file <b>I.</b> Minor typos &amp; capitalisation in Janet's name <b>R.</b> If Janet's name in the text file does not match the name used in 48</p>	<b>1</b>
<b>13</b>	<b>50</b>	<p>Generate wider range of random numbers; add extra case statements for low score values / give low score values a bigger range in case statements than high score values; // Create a list/array containing a list of possible bowl die results where there are more 1s and 5s than 3s and 4s; generate a random number between 1 and the list size and use the bowl die result in that position in the list/array;</p> <p><b>Mark as follows:</b> Generate a wider range of random numbers; Explain how the extra random numbers could be used to have a higher chance of getting a score of 1 or 0 than a score of 4 or 6;</p> <p><b>A.</b> Replace case statement with if statements to allow different score values to have ranges of values associated with them <b>(Pascal Only)</b></p> <p><b>A.</b> Other sensible suggestions for modifications to the Skeleton Program that would result in the desired behaviour change</p> <p><b>MAX 1</b> if suggested changes would adversely effect other aspects of the game represented in the Skeleton Program e.g. does result in more lower scores than higher scores but would prevent a player from getting a result of out.</p>	<b>2</b>



## C Mark Scheme

7	20	<pre> char* Names[5]; int Current; int Max; int Found; char* PlayerName;  void main(void) {     Names[1] = "Ben";     Names[2] = "Thor";     Names[3] = "Zoe";     Names[4] = "Kate";     Max = 4;     Current = 1;     Found = 0;     printf("%s", "What player are you looking for? ");     fgets(PlayerName);     while (!Found &amp;&amp; Current &lt;= Max)     {         if (strcmp(Names[Current], PlayerName) == 0)             Found = 1;         else             Current++;     };     if (Found)         print("%s", "Yes, they have a top score\n");     else         printf("%s", "No, they do not have a top score\n");         printf("%s", "Press the Enter key to continue\n");         _getch();     } </pre>	11
8	23	#define MaxSize 4	1

9	37	<pre> if (VirtualDiceGame) {     AppealDieResult = random(5) + 1; } else {     printf("%s","Please roll the appeal die and then enter your result.\n");     printf("%s", "Enter 1 if the result is BOWLED\n");     printf("%s", "Enter 2 if the result is CAUGHT\n");     printf("%s", "Enter 3 if the result is LBW\n");     printf("%s", "Enter 4 if the result is NOT OUT\n");     printf("%s", "Enter 5 if the result is RUN OUT\n");     scanf("%d", &amp;AppealDieResult);     printf("%s", "\n"); }         </pre>	2
	38	<pre> switch (AppealDieResult) {     case 1: printf("%s", "Bowled!\n");             break;     case 2: printf("%s", "Caught!\n");             break;     case 3: printf("%s", "LBW!\n");             break;     case 4: printf("%s", "Not out!\n");             break;     case 5: printf("%s", "Run out!\n");             break; }         </pre>	2
	40	<pre> if (PlayerOneScore &gt; PlayerTwoScore)     printf("%s%s", PlayerOneName, " wins!\n"); if (PlayerTwoScore &gt; PlayerOneScore)     printf("%s%s", PlayerTwoName, " wins!\n"); if (PlayerOneScore == PlayerTwoScore)     printf("%s", "A draw!\n");         </pre>	3
	42	<pre> printf("%s", "Result: "); scanf("%d", &amp;BowlDieResult);  while (BowlDieResult &lt; 1    BowlDieResult &gt; 6) {     printf("%s", "Please enter a value between 1 and 6 only\n");     scanf("%d", &amp;BowlDieResult); }         </pre>	4
	44	<pre> printf("%s", "4. Display top scores\n"); printf("%s", "5. Save top scores\n"); printf("%s", "9. Quit\n");         </pre>	1
	45	<pre> if ((OptionChosen &lt; 1    (OptionChosen &gt; 5) &amp;&amp; OptionChosen != 9)         </pre>	1

<p><b>46</b></p>	<pre> void SaveTopScores(struct TTopScore TopScores[5]) {     int Count;     char Buf[5];     char LineToAddToFile[255];     char TempString[255];     FILE* CurrentFile;      CurrentFile = fopen("HiScores.txt", "w");     for (Count = 1; Count &lt;= MaxSize; Count++)     {         strcpy(TempString, TopScores[Count].Name);         strcat(TempString, ",");         strcpy(LineToAddToFile, TempString);         itoa(TopScores[Count].Score, Buf, 10);         strcat(LineToAddToFile, Buf);         strcat(LineToAddToFile, "\n");         fputs(LineToAddToFile, CurrentFile);     }     fclose(CurrentFile); } </pre>	<p><b>10</b></p>
<p><b>47</b></p>	<pre> } while (!(OptionSelected &gt;= 1 &amp;&amp; OptionSelected &lt;= 5    OptionSelected == 9)) printf("%s", "\n"); if (OptionSelected &gt;= 1 &amp;&amp; OptionSelected &lt;= 5) {     switch (OptionSelected)     {         case 1: PlayDiceGame(PlayerOneName, PlayerTwoName, true, TopScores);             break;         case 2: PlayDiceGame(PlayerOneName, PlayerTwoName, false, TopScores);             break;         case 3: LoadTopScores(TopScores);             break;         case 4: DisplayTopScores(TopScores);             break;         case 5: SaveTopScores(TopScores);             break;     } } } </pre>	<p><b>4</b></p>

## C# Mark Scheme

7	20	<pre> namespace Question7 {     class Program     {         public static string[] Names = new string[5];         public static int Current;         public static int Max;         public static bool Found;         public static string PlayerName;          static void Main(string[] args)         {             Names[1] = "Ben";             Names[2] = "Thor";             Names[3] = "Zoe";             Names[4] = "Kate";             Max = 4;             Current = 1;             Found = false;             Console.WriteLine("What player are you looking for?");             PlayerName = Console.ReadLine();             while (!Found &amp;&amp; Current &lt;= Max)             {                 if (Names[Current] == PlayerName)                     Found = true;                 else                     Current++;             };             if (Found)                 Console.WriteLine("Yes, they have a top score");             else                 Console.WriteLine("No, they do not have a top score");             Console.WriteLine("Press the Enter key to continue");             Console.ReadLine();         }     } } </pre> <p><b>A.</b> Declaring and initialising a variable in one statement  <b>A.</b> Variable declarations without <code>Public</code> keyword</p>	11
8	23	<pre> public const int MaxSize = 4 </pre> <p><b>A.</b> Variable declaration without <code>Public</code> keyword</p>	1

9	37	<pre> if (VirtualDiceGame) {     Random objRandom = new Random();     AppealDieResult = objRandom.Next(1, 5); } else {     Console.WriteLine("Please roll the appeal die and then enter your result.");     Console.WriteLine();     Console.WriteLine("Enter 1 if the result is NOT OUT");     Console.WriteLine("Enter 2 if the result is CAUGHT");     Console.WriteLine("Enter 3 if the result is LBW");     Console.WriteLine("Enter 4 if the result is BOWLED");     Console.WriteLine("Enter 5 if the result is RUN OUT");     AppealDieResult = int.Parse(Console.ReadLine());     Console.WriteLine(); }                 </pre>	2
	38	<pre> switch (AppealDieResult) {     case 1: Console.WriteLine("Not out!");             break;     case 2: Console.WriteLine("Caught!");             break;     case 3: Console.WriteLine("LBW!");             break;     case 4: Console.WriteLine("Bowled!");             break;     case 5: Console.WriteLine("Run out!");             break; }                 </pre>	2
	40	<pre> if (PlayerOneScore &gt; PlayerTwoScore)     Console.WriteLine(PlayerOneName + " wins!"); if (PlayerTwoScore &gt; PlayerOneScore)     Console.WriteLine(PlayerTwoName + " wins!"); if (PlayerOneScore == PlayerTwoScore)     Console.WriteLine("A draw!");                 </pre>	3
	42	<pre> Console.Write("Result"); BowlDieResult = int.Parse(Console.ReadLine()); while (BowlDieResult &lt; 1    BowlDieResult &gt; 6) {     Console.WriteLine("Please enter a value between 1 and 6 only");     BowlDieResult = int.Parse(Console.ReadLine()); }                 </pre>	4
	44	<pre> Console.WriteLine("4. Display top scores"); Console.WriteLine("5. Save top scores"); Console.WriteLine("9. Quit");                 </pre>	1

45	<pre>if ((OptionChosen &lt; 1    (OptionChosen &gt; 5) &amp;&amp; OptionChosen != 9)</pre>	1
46	<pre>public static void SaveTopScores(TTopScore[] TopScores) {     int Count;     string LineToAddToFile;     TextWriter CurrentFile = new StreamWriter("HiScores.txt");      for (Count = 1; Count &lt;= MaxSize; Count++)     {         LineToAddToFile = TopScores[Count].Name +         ",";         LineToAddToFile = LineToAddToFile + TopScores[Count].Score.ToString();         CurrentFile.WriteLine(LineToAddToFile);     }     CurrentFile.Close(); }</pre>	10
47	<pre>} while (!(OptionSelected &gt;= 1 &amp;&amp; OptionSelected &lt;= 5    OptionSelected == 9)) Console.WriteLine(); if (OptionSelected &gt;= 1 &amp;&amp; OptionSelected &lt;= 5) {     switch (OptionSelected)     {         case 1: PlayDiceGame(PlayerOneName, PlayerTwoName, true, ref TopScores);             break;         case 2: PlayDiceGame(PlayerOneName, PlayerTwoName, false, ref TopScores);             break;         case 3: LoadTopScores(ref TopScores);             break;         case 4: DisplayTopScores(TopScores);             break;         case 5: SaveTopScores(TopScores);             break;     } }</pre>	4

## Java Mark Scheme

7	20	<pre> public class Question7 {      AQAConsole console = new AQAConsole();      public Question7() {         String[] names = new String[5];         int max;         int current;         boolean found;         String playerName;          names[1] = "Ben";         names[2] = "Thor";         names[3] = "Zoe";         names[4] = "Kate";          //possible alternative, which declares and         //instantiates in one.         //String[] names={"", "Ben", "Thor", "Zoe", "Kate"};          current = 1;         max = 4;         found = false;          playerName = console.readLine("What player are you looking for? ");         while ((found == false) &amp;&amp; (current &lt;= max)) {             if (names[current].equals(playerName)) {                 found = true;             } else {                 current++;             } // end if/else         } // end while          if (found == true) {             console.println("Yes, they have a top score");         } else {             console.println("No, they do not have a top score");         } // end if/else     } // end CONSTRUCTOR      /**      * @param args the command line arguments      */     public static void main(String[] args) {         new Question7();     } }                 </pre>	11
8	23	<p>final int MAX_SIZE = 4;  <b>I.</b> missing semicolon, capitalisation</p> <p><b>NE.</b> MAX_SIZE</p>	1

9	37	<pre> if (virtualDiceGame) {     appealDieResult = objRandom.nextInt(5) + 1; } else {     console.println("Please roll the appeal die and then enter your result.");     console.println();     console.println("Enter 1 if the result is NOT OUT");     console.println("Enter 2 if the result is CAUGHT");     console.println("Enter 3 if the result is LBW");     console.println("Enter 4 if the result is BOWLED");     console.println("Enter 5 if the result is RUN OUT");     console.println();     appealDieResult = console.readInteger("Result: ");     console.println(); } </pre>	2
	38	<pre> switch (appealDieResult) {     case 1:         console.println("Not out!");         break;     case 2:         console.println("Caught!");         break;     case 3:         console.println("LBW!");         break;     case 4:         console.println("Bowled!");         break;     case 5:         console.println("Run out!");         break; //optional } </pre>	2
	40	<pre> if (playerOneScore &gt; playerTwoScore) {     console.println(playerOneName + " wins!"); } // end if if (playerTwoScore &gt; playerOneScore) {     console.println(playerTwoName + " wins!"); } // end if if (playerTwoScore == playerOneScore) {     console.println("A draw!"); } </pre>	3
	42	<pre> do {     bowlDieResult = console.readInteger("Result: ");     if ((bowlDieResult &lt; 1    bowlDieResult &gt; 6))     {         console.println("Please enter a value between 1 and 6 only");     } } while (bowlDieResult &lt; 1    bowlDieResult &gt; 6); </pre>	



	<p><b>Alternative Answer</b></p> <pre> bowlDieResult = console.readInteger("Result: "); while (bowlDieResult &lt; 1    bowlDieResult &gt; 6){     console.println("Please enter a value between 1 and 6 only");     bowlDieResult = console.readInteger("Result: "); } </pre>	4
44	<pre> console.println("4. Display top scores"); <b>console.println("5. Save top scores");</b> console.println("9. Quit"); </pre>	1
45	<pre> if ((optionChosen &lt; 1)    ((optionChosen &gt; 5) &amp;&amp; (optionChosen != 9))) { </pre>	1
46	<pre> void saveTopScores(TopScore[] topScores) {     AQAWriteTextFile currentFile = new AQAWriteTextFile();     currentFile.openFile("hitest.txt");      int count;     for (count = 1; count &lt;= MAX_SIZE; count++) {         String lineToAddToFile = topScores[count].name + ", ";         lineToAddToFile = lineToAddToFile + String.valueOf(topScores[count].score);         currentFile.writeToFile(lineToAddToFile);     } // end for count      currentFile.closeFile(); } </pre>	10
47	<pre> do {     displayMenu();     optionSelected = getMenuChoice(); } while (!(optionSelected &gt;= 1 &amp;&amp; optionSelected &lt;= 5)    optionSelected == 9));  if (optionSelected &gt;= 1 &amp;&amp; optionSelected &lt;= 5) {     switch (optionSelected) {         case 1:             playDiceGame(playerOneName, playerTwoName, true, topScores);             break;         case 2:             playDiceGame(playerOneName, playerTwoName, false, topScores);             break;         case 3:             loadTopScores(topScores);             break;         case 4:             displayTopScores(topScores);             break;         <b>case 5:</b>             <b>saveTopScores(topScores);</b>             <b>break;</b> //optional     } // end case } // end if </pre>	4

## PHP Mark Scheme

7	20	<pre> &lt;?php     \$Names = array()     \$Names[1] = "Ben";     \$Names[2] = "Thor";     \$Names[3] = "Zoe";     \$Names[4] = "Kate";     \$Max = 4;     \$Current = 1;     \$Found = false;     fwrite(STDOUT, "What player are you looking for?\n");     \$PlayerName = trim(fgets(STDIN));     while (!\$Found &amp;&amp; \$Current &lt;= \$Max);     {         if (\$Names[Current] == \$PlayerName)             \$Found = true;         else             \$Current++;     };     if (\$Found)         fwrite(STDOUT, "Yes, they have a top score\n");     else         fwrite(STDOUT, "No, they do not have a top score\n");     fgets(STDIN); ?&gt; </pre>	11
8	23	define("MaxSize", 4);	1
	25	\$PlayerOneName / \$PlayerTwoName	1
	26	\$LowestCurrentTopScore / \$PositionOfLowestCurrentTopScore	1
	31	\$VirtualDiceGame	1
	32	\$AppealDieResult	1

9	37	<pre> if (\$VirtualDiceGame) {     \$AppealDieResult = rand(1, 5); } else {     fwrite(STDOUT, "Please roll the appeal die and then enter your result.\n");     fwrite(STDOUT, "Enter 1 if the result is NOT OUT\n");     fwrite(STDOUT, "Enter 2 if the result is CAUGHT\n");     fwrite(STDOUT, "Enter 3 if the result is LBW\n");     fwrite(STDOUT, "Enter 4 if the result is BOWLED\n");     <b>fwrite(STDOUT, "Enter 5 if the result is RUN OUT\n");</b>     \$AppealDieResult = intval(trim(fgets(STDIN)));     fwrite(STDOUT, "\n"); }         </pre>	2
	38	<pre> switch (\$AppealDieResult) {     case 1: fwrite(STDOUT, "Not out!\n");             break;     case 2: fwrite(STDOUT, "Caught!\n");             break;     case 3: fwrite(STDOUT, "LBW!\n");             break;     case 4: fwrite(STDOUT, "Bowled!\n");             break;     <b>case 5: fwrite(STDOUT, "Run out!\n");             break;</b> }         </pre>	2
	40	<pre> if (\$PlayerOneScore &gt; \$PlayerTwoScore)     fwrite(STDOUT, \$PlayerOneName . " wins!\n"); if (\$PlayerTwoScore &gt; \$PlayerOneScore)     fwrite(STDOUT, \$PlayerTwoName . " wins!\n"); <b>if (\$PlayerOneScore == \$PlayerTwoScore)     fwrite(STDOUT, "A draw!\n");</b>         </pre>	3
	42	<pre> fwrite(STDOUT, "Result: "); \$BowldieResult = intval(trim(fgets(STDIN))); while (\$BowldieResult &lt; 1    \$BowldieResult &gt; 6) {     fwrite(STDOUT, "Please enter a value between 1 and 6 only\n");     \$BowldieResult = intval(trim(fgets(STDIN))); }         </pre>	4
	44	<pre> fwrite(STDOUT, "4. Display top scores\n"); <b>fwrite(STDOUT, "5. Save top scores\n");</b> fwrite(STDOUT, "9. Quit\n");         </pre>	1
	45	<pre> if ((\$OptionChosen &lt; 1    (\$OptionChosen &gt; 5) &amp;&amp; \$OptionChosen != 9)         </pre>	1

<p><b>46</b></p>	<pre>function SaveTopScores (&amp;\$TopScores) {     \$CurrentFile = fopen("HiScores.txt", "w");     for (\$Count = 1; \$Count &lt;= MaxSize; \$Count++)     {         \$LineToAddToFile = "";         \$LineToAddToFile = \$TopScores[\$Count]["Name"] . ",";         \$LineToAddToFile = \$LineToAddToFile . rtrim(\$TopScores[\$Count]["Score"]);         fwrite(\$CurrentFile, \$LineToAddToFile . "\r\n");     }     fclose(\$CurrentFile); }</pre>	<p><b>10</b></p>
<p><b>47</b></p>	<pre>} while (!( \$OptionSelected &gt;= 1 &amp;&amp; \$OptionSelected &lt;= 5    \$OptionSelected == 9)) fwrite(STDOUT, "\n"); if (\$OptionSelected &gt;= 1 &amp;&amp; \$OptionSelected &lt;= 5) {     switch (\$OptionSelected)     {         case 1: PlayDiceGame(\$PlayerOneName, \$PlayerTwoName, true, \$TopScores);             break;         case 2: PlayDiceGame(\$PlayerOneName, \$PlayerTwoName, false, \$TopScores);             break;         case 3: LoadTopScores(\$TopScores);             break;         case 4: DisplayTopScores(\$TopScores);             break;         case 5: SaveTopScores(\$TopScores);             break;     } }</pre>	<p><b>4</b></p>

## Python 2 Mark Scheme

Note: Python 2.6 also supports the newer Python 3 `print()` function so allow `print ("...")` as well as `print "..."`

Also accept `int(raw_input("..."))` instead of `input("...")`

<b>7</b>	<b>20</b>	<pre>Names = ["", "", "", "", ""] Names[1] = "Ben" Names[2] = "Thor" Names[3] = "Zoe" Names[4] = "Kate" # Or: # Names["", "Ben", "Thor", "Zoe", "Kate"]  # Or: # Names = [""] # Names.append("Ben") # Names.append("Thor") # Names.append("Zoe") # Names.append("Kate")  Max = 4 Current = 1 Found = False PlayerName = raw_input("What player are you looking for?") while (Found == False) and (Current &lt;= Max):     if Names[Current] == PlayerName:         Found = True     else:         Current += 1 if Found == True: # accept if Found:     print "Yes, they do have a top score" else:     print "No, they do not have a top score"  <b>A.</b> Answers where Max is set to 5 and loop condition of Current &lt; Max <b>A.</b> Answers where Max is set to 4 and loop condition of Current &lt; Max + 1</pre>	<b>11</b>
<b>8</b>	<b>23</b>	<code>MAX_SIZE = 4</code>	<b>1</b>
	<b>25</b>	<code>MAX_SIZE</code>	<b>1</b>

9	37	<pre>def RollAppealDie(VirtualDiceGame):     if VirtualDiceGame:         AppealDieResult = random.randint(1,5)     else:         print "Please roll the appeal die and then enter your result."         print ""         print "Enter 1 if the result is NOT OUT"         print "Enter 2 if the result is CAUGHT"         print "Enter 3 if the result is LBW"         print "Enter 4 if the result is BOWLED"         <b>print "Enter 5 if the result is RUN OUT"</b>         print ""         AppealDieResult = input("Result: ")         print ""     return AppealDieResult</pre>	2
	38	<pre>def DisplayAppealDieResult(AppealDieResult):     if AppealDieResult == 1:         print "Not out!"     elif AppealDieResult == 2:         print "Caught!"     elif AppealDieResult == 3:         print "LBW!"     elif AppealDieResult == 4:         print "Bowled!"     <b>elif AppealDieResult == 5:</b>         <b>print "Run out!"</b></pre>	2
	40	<pre>if PlayerOneScore &gt; PlayerTwoScore:     print PlayerOneName, "wins!" if PlayerTwoScore &gt; PlayerOneScore:     print PlayerTwoName, "wins!" <b>if PlayerOneScore == PlayerTwoScore:</b>     <b>print "A draw!"</b></pre>	3
	42	<pre>while BowlDieResult not in [1,2,3,4,5,6]: while BowlDieResult not in range(1,7): while BowlDieResult &lt; 1 or BowlDieResult &gt;6: while not (1 &lt;= BowlDieResult &lt;= 6):     BowlDieResult = input("Please enter a value between 1 and 6 only: ")</pre>	4
	44	<pre>def DisplayMenu():     print "Dice Cricket"     print ""     print "1. Play game version with virtual dice"     print "2. Play game version with real dice"     print "3. Load top scores"     print "4. Display top scores"     <b>print "5. Save top scores"</b>     print "9. Quit"</pre>	1

45	<pre>def GetMenuChoice():     OptionChosen = input("Please enter your choice: ")     if (OptionChosen &lt; 1 or (OptionChosen &gt; 5 and OptionChosen != 9)):         print ""         print "That was not one of the allowed options. Please try again: "     return OptionChosen</pre>	1
46	<pre>def SaveTopScores(TopScores):     OutFile = open("HiScores.txt","w")     Count = 1     for Count in range(1, MAX_SIZE+1):         LineToAddToFile = TopScores[Count].Name + ", " + str(TopScores[Count].Score) + "\n":         OutFile.write(LineToAddToFile)     OutFile.close()  # or more likely def SaveTopScores(TopScores):     Outfile = open("HiScores.txt","w")     For score in (TopScores[1], TopScores[2], TopScores[3], TopScores[4]):         Line = score.Name + ", "+ str(score.Score) + "\n"     Outfile.write(line)     Outfile.close()</pre>	10
47	<pre>while OptionSelected != 9:     DisplayMenu()     OptionSelected = GetMenuChoice()     while OptionSelected not in [1,2,3,4,5,9]:         DisplayMenu()         OptionSelected = GetMenuChoice()     print ""     if OptionSelected in [1,2,3,4,5]:         if OptionSelected == 1:             PlayDiceGame(PlayerOneName, PlayerTwoName, True, TopScores)         elif OptionSelected == 2:             PlayDiceGame(PlayerOneName, PlayerTwoName, False, TopScores)         elif OptionSelected == 3:             LoadTopScores(TopScores)         elif OptionSelected == 4:             DisplayTopScores(TopScores)         elif OptionSelected == 5:             SaveTopScores(TopScores)</pre>	4

## Python 3 Mark Scheme

7	20	<pre>Names = ["", "", "", "", ""] Names[1] = "Ben" Names[2] = "Thor" Names[3] = "Zoe" Names[4] = "Kate" # Or: # Names["", "Ben", "Thor", "Zoe", "Kate"]  # Or: # Names = [""] # Names.append("Ben") # Names.append("Thor") # Names.append("Zoe") # Names.append("Kate")  Max = 4 Current = 1 Found = False PlayerName = input("What player are you looking for?") while (Found == False) and (Current &lt;= Max):     if Names[Current] == PlayerName:         Found = True     else:         Current += 1 if Found == True: # accept if Found:     print("Yes, they do have a top score") else:     print("No, they do not have a top score")  <b>A.</b> Answers where Max is set to 5 and loop condition of Current &lt; Max <b>A.</b> Answers where Max is set to 4 and loop condition of Current &lt; Max + 1</pre>	11
8	23	MAX_SIZE = 4	1
	25	MAX_SIZE;	1
9	37	<pre>def RollAppealDie(VirtualDiceGame):     if VirtualDiceGame:         AppealDieResult = random.randint(1,5)     else:         print("Please roll the appeal die and then enter your result.")         print()         print("Enter 1 if the result is NOT OUT")         print("Enter 2 if the result is CAUGHT")         print("Enter 3 if the result is LBW")         print("Enter 4 if the result is BOWLED")         <b>print("Enter 5 if the result is RUN OUT")</b>         print()         AppealDieResult = int(input("Result: "))         print()     return AppealDieResult</pre>	2



38	<pre>def DisplayAppealDieResult(AppealDieResult):     if AppealDieResult == 1:         print("Not out!")     elif AppealDieResult == 2:         print("Caught!")     elif AppealDieResult == 3:         print("LBW!")     elif AppealDieResult == 4:         print("Bowled!")     elif AppealDieResult == 5:         print("Run out!")</pre>	2
40	<pre>if PlayerOneScore &gt; PlayerTwoScore:     print(PlayerOneName, "wins!") if PlayerTwoScore &gt; PlayerOneScore:     print(PlayerTwoName, "wins!") if PlayerOneScore == PlayerTwoScore:     print("A draw!")</pre>	3
42	<pre>while BowlDieResult not in [1,2,3,4,5,6]:     while BowlDieResult not in range(1,7):         while BowlDieResult &lt; 1 or BowlDieResult &gt;6:             while not (1 &lt;= BowlDieResult &lt;= 6):                 BowlDieResult = int(input("Please enter a value between 1 and 6 only: "))</pre>	4
44	<pre>print("4. Display top scores") print("5. Save top scores") print("9. Quit")</pre>	1
45	<pre>def GetMenuChoice():     OptionChosen = int(input("Please enter your choice: "))     if (OptionChosen &lt; 1 or (OptionChosen &gt; 5 and OptionChosen != 9)):         print()         print("That was not one of the allowed options. Please try again: ")     return OptionChosen</pre>	1
46	<pre>def SaveTopScores(TopScores):     CurrentFile = open("HiScores.txt", "w")     Count = 1     for Count in range(1, MAX_SIZE+1):         LineToAddToFile = TopScores[Count].Name + ", " + str(TopScores[Count].Score) + "\n"         CurrentFile.write(LineToAddToFile)     CurrentFile.close()</pre>	10

<b>47</b>	<pre>while OptionSelected != 9:     DisplayMenu()     OptionSelected = GetMenuChoice()     while OptionSelected not in [1,2,3,4,5,9]:         DisplayMenu()         OptionSelected = GetMenuChoice()     print()     if OptionSelected in [1,2,3,4,5]:         if OptionSelected == 1:             PlayDiceGame(PlayerOneName, PlayerTwoName, True, TopScores)         elif OptionSelected == 2:             PlayDiceGame(PlayerOneName, PlayerTwoName, False, TopScores)         elif OptionSelected == 3:             LoadTopScores(TopScores)         elif OptionSelected == 4:             DisplayTopScores(TopScores)         elif OptionSelected == 5:             SaveTopScores(TopScores)</pre>	<b>4</b>
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