

Cambridge Assessment International Education Cambridge International Advanced Subsidiary and Advanced Level

#### **COMPUTER SCIENCE**

9608/22 October/November 2018

Paper 2 Written Paper 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.

Cambridge International is publishing the mark schemes for the October/November 2018 series for most Cambridge IGCSE<sup>™</sup>, Cambridge International A and AS Level components and some Cambridge O Level components.

#### **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)	Statement	Selection	Repetition (Iteration)	Assignment	6
	Index $\leftarrow$ Index + 5			$\checkmark$	
	FOR Count		$\checkmark$	(√)	
	TempValue[Index] ← ReadValue(SensorID)			✓	
	IF Index < 30	✓			
	UNTIL DayNumber > 7		$\checkmark$		
	OTHERWISE OUTPUT "ERROR"	~			
	1 mark per correct row Ignore any tick in assignment colu	umn for secon	d statement		
1(b)(i)	Statemen	t		Data type	5
	Revision ← 'B'		С	HAR	
	MaxValue ← 13.3		R	EAL	
	ArrayFull ← TRUE		В	OOLEAN	
	Activity ← "Design"		S	TRING	
	NumberOfEdits ← 270		II	ITEGER	
	1 mark per correct row				
1(b)(ii)	Expressio	n		Evaluates to	5
	MID(Activity, 3, 4) & "a	ature"	"s	ignature"	
	INT(MaxValue * 2)		20	6	
	ArrayFull AND NumberOfEc	lits < 300	Т	RUE	
	ASC(Revision + 1)		E	RROR	
	Activity = "Testing" OR	Revision =	= 'A' F.	ALSE	
	1 mark per correct row				

### Cambridge International AS/A Level – Mark Scheme **PUBLISHED**

Question	Answer	Marks
2(a)(i)	FUNCTION CalcPoints(CardNum: STRING, Total: REAL) RETURNS INTEGER	7
	DECLARE OldPoints : INTEGER DECLARE NewPoints : INTEGER	
	IF Total > 100 THEN	
	OldPoints ← GetPoints(CardNum) IF OldPoints > 2000 THEN	
	NewPoints ← INT(Total * 1.2) ELSE	
	NewPoints ← INT(Total * 1.1)	
	ENDIF ELSE	
	NewPoints ← 0 ENDIF	
	RETURN NewPoints	
	ENDFUNCTION	
	1 mark for each of the following:	
	<pre>1 Correct FUNCTION heading (as given) and end 2 Declaring local variables for OldPoints and NewPoints 3 IFTHENELSEENDIF with Total &gt; 100 4Newpoints set to zero if Total &lt;= 100 5 Nested IFTHENELSEENDIF with OldPoints &gt; 2000 6 with correct assignments of NewPoints 7 Return NewPoints for all cases</pre>	

Question	Answer	Marks
2(a)(ii)	<pre>FUNCTION GetTotal() RETURNS REAL DECLARE Valid : BOOLEAN DECLARE Amount : REAL Valid ← FALSE REPEAT OUTPUT "Enter the amount"</pre>	5
	INPUT Amount IF Amount > 0 AND Amount < 10000 THEN Valid  TRUE ENDIF UNTIL Valid = TRUE	
	RETURN Amount ENDFUNCTION Note that the pseudocode shown is only an example. The use of an explicit flag and IF structure are not essential provided the functionality is provided.	
	<ol> <li>mark for each of:</li> <li>declaration of local variable(s) used</li> <li>prompt followed by input</li> <li>conditional loop</li> <li>checking that input value &gt; 0 and input value &lt; 10000</li> <li>returning the value</li> </ol>	
2(b)(i)	1 mark for name, 1 mark for description Accept by example for description Name: Run-time Description: The program executes an illegal instruction // performs an illegal operation that is trapped by the OS	2
2(b)(ii)	One <b>specific value</b> from within each of the following ranges: For example: • 73 (a value <= 100) • 145.3 (a value > 100) 1 mark for the value, plus one for a meaningful description.	4

Question	Answer	Marks
3(a)	<ul> <li>You should be able to recognise / understand in another language:</li> <li>Declaration / assignment / sequence / selection / repetition (iteration) / Subroutines / Parameters passed between modules / program structure / Input and Output</li> </ul>	2
	Any 2 marks from the list. Max 1 mark if no explanation given	
3(b)	Key points:	2
	<ul> <li>to increase the level of detail of the algorithm // break the problem into smaller steps</li> <li>until steps are easier to solve // to be directly translated into lines of code</li> </ul>	
3(c)	Key points:	4
	<ul> <li>A loop / repetition / iteration to check every element</li> <li>Compare the array element with the value being searched</li> <li>Exit loop / stop search when value found or end of array reached</li> <li>If value is found then output the index position, otherwise output "Not found"</li> </ul>	

Question	Answer		Marks
4(a)(i)	The identifier name of a local variable	FileData / FileLine	5
	The identifier name of a user-defined procedure	ScanCompleted	
	The identifier name of a user-defined function	ReadFileLine / ScanFile	
	The number of dimensions of ResultArray	1	
	The scope of FileData	Local	
	1 mark for each correct answer		
4(a)(ii)	Example mark points, max 4 marks:		4
	<ul> <li>If FileData is not empty, start and continue a loop // while FileData is not empty</li> <li>Compare the Left 7 characters of FileData with SearchString</li> <li>If they match, add FileData to the array / ResultArray[]</li> <li>If they match, increment the array index variable</li> <li>Increment FileLine</li> <li>Read the next line from the file</li> </ul>		

Question	Answer	Marks
4(b)	Pseudocode solution included here for development and clarification of mark scheme. Programming language solutions appear at the end of this mark scheme.	8
	FUNCTION ScanFile(SearchString STRING) RETURNS INTEGER	
	DECLARE FileData : STRING DECLARE FileLine : INTEGER DECLARE NewData : STRING DECLARE Size : INTEGER	
	NextArrayElement $\leftarrow 1$ FileLine $\leftarrow 1$	
	FileData ← ReadFileLine("DataFile.txt", FileLine)	
	WHILE FileData <> "" IF LEFT(FileData, 7) = SearchString THEN	
	Size ← LENGTH(FileData) NewData ← RIGHT(FileData,Size-7)	
	ResultArray[NextArrayElement] ← NewData NextArrayElement ← NextArrayElement + 1 ENDIF	
	<pre>FileLine ← FileLine + 1 FileData ← ReadFileLine("DataFile.txt", FileLine) ENDWHILE</pre>	
	CALL ScanCompleted() RETURN FileLine	
	ENDFUNCTION	
	1 mark for each of the following:	
	1 Function heading and ending including parameters <b>and</b> return statement	
	2 Local variable declarations for FileData and FileLine but NOT declaration of NextArrayElement 3 initialisation of FileLine and NextArrayElement (allow 0 or 1)	
	<ul> <li>WHILE ENDWHILE loop</li> <li>Comparing SearchString with first seven characters of FileData</li> <li>Use of substring function and subtraction of 7 from length</li> <li>Assign NewData to array ResultArray following attempt at MP6</li> <li>Increment NextArrayElement and FileLine (as above)</li> </ul>	
4(c)(i)	Through the use of: Subroutines / Functions / Procedures / Parameters / Methods	
4(c)(ii)	Reduces program complexity // easier to develop / test / debug // tasks may be re-used // tasks can be allocated to different programmers/teams (with different skills) // limited scope of local variables	1

Question	Answer	Marks
4(d)	Pseudocode solution included here for development and clarification of mark scheme. Programming language solutions appear at the end of this mark scheme.	
	DECLARE ResultArray : ARRAY [1:100] OF STRING DECLARE Index: INTEGER	
	<pre>FOR Index ← 1 TO 100     ResultArray[Index] ← "NO DATA" ENDFOR</pre>	
	1 mark for each of the following:	
	<ul> <li>ResultArray declaration / commented in Python</li> <li>Loop for 100 elements</li> <li>assignment of string "NO DATA" to indexed array element</li> </ul>	

# Cambridge International AS/A Level – Mark Scheme PUBLISHED

Question	Answer	Marks
5	PROCEDURE LineNumber(FileName: STRING, StartNumber: INTEGER, StepNumber: INTEGER)	11
	DECLARE FileData : STRING DECLARE Count : INTEGER DECLARE Reply : CHAR DECLARE Continue : BOOLEAN	
	Count $\leftarrow$ 0 Continue $\leftarrow$ TRUE	
	OPENFILE FileName FOR READ	
	WHILE NOT EOF(FileName) AND Continue = TRUE	
	READFILE FileName, FileData FileData ← NUM_TO_STRING(StartNumber) & ": " & FileData OUTPUT FileData Count ← Count + 1	
	IF Count = 20 THEN OUTPUT "Do you wish to continue?" INPUT Reply IF Reply = 'N' THEN	
	Continue ← FALSE ELSE	
	Count ← 0 ENDIF ENDIF StartNumber ← StartNumber + StepNumber	
	ENDWHILE	
	CLOSEFILE FileName ENDPROCEDURE	

Question	Answer	Marks
5	1 mark for each of the following to max 11:	
	<ol> <li>Procedure heading including parameters</li> <li>Declare an integer variable for the count</li> <li>Open file in READ mode</li> <li>Initialise Count variable before loop and increment in the loop (or other mechanism)</li> <li>Loop including until EOF (FileName) (see note)</li> <li>Call READFILE () in a loop</li> <li>Convert StartNumber to string in a loop</li> <li>Output concatenated string in a loop</li> <li>Check if count = 20</li> <li>Prompt and Input (inside an IF)</li> <li>If user input = 'N' terminate loop</li> <li>Add StepNumber to StartNumber</li> <li>Close file</li> </ol>	

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

#### **Program Code Solutions**

#### Q4 (b): Visual Basic

```
Function ScanFile (SearchString As String) As Integer
   Dim FileData As String
   Dim FileLine As Integer
   Dim NewData As String
   Dim Size As Integer
   NextArrayElement = 1
   FileLine = 1
   FileData = ReadFileLine("DataFile.txt", FileLine)
   Do While FileData <> ""
      If Left(FileData, 7) = SearchString Then
         Size = Len(FileData)
         NewData = Right(FileData, Size-7) // NewData = Mid(FileData, 8,
                                                                     Size-7)
         ResultArray(NextArrayElement) = NewData
         NextArrayElement = NextArrayElement + 1
      End If
      FileLine = FileLine + 1
      FileData = ReadFileLine("DataFile.txt", FileLine)
   Loop
   Call ScanCompleted() ' Keyword "Call" OK but not required
   Return FileLine
```

End Function

# Q4 (b): Pascal

```
function ScanFile(SearchString : string) : integer;
   var
      FileData : string;
      FileLine : integer;
      NewData : string;
      Size : integer;
   begin
      NextArrayElement := 1;
      FileLine := 1;
      FileData := ReadFileLine('DataFile.txt', FileLine);
      while FileData <> '' do
      begin
         if leftstr(FileData, 7) = SearchString then
             begin
                Size := Length(FileData);
                NewData := rightstr(FileData, Size-7);
                ResultArray[NextArrayElement] := NewData;
                NextArrayElement := NextArrayElement + 1;
             end;
         FileLine := FileLine + 1;
         FileData := ReadFileLine("DataFile.txt", FileLine);
      end;
   ScanCompleted(); // Keyword "Call" not valid
   Return FileLine; // ScanFile := FileLine;
   end;
```

## Q4 (b): Python

```
def scanfile(searchstring):
   # filedata : string
   # fileline : integer
   # newdata : string
   nextarrayelement = 1
   fileline = 1
   filedata = readfileline("datafile.txt", fileline)
   while filedata != "" :
      if filedata[:7] == searchstring:
         newdata = filedata[7:]
         resultarray[nextarrayelement] = newdata
         nextarrayelement = nextarrayelement + 1
      fileline = fileline + 1
      filedata = readfileline("datafile.txt", fileline)
   scancompleted() # keyword "call" not valid ???
   return fileline
```

# Q4 (d): Visual Basic

```
Dim ResultArray(99) As String
Dim Index As Integer
For Index = 0 To 99
    ResultArray(Index) = "NO DATA"
Next Index
```

# Q4 (d): Pascal

```
var
    ResultArray : array [1..100] of string;
    Index : integer;
```

end.

#### Q4 (d): Python – alternative 1 of n

#ResultArray[] as STRING
Resultarray = ["NO DATA" for index in range(100)]

## Q4 (d): Python – alternative 2 of n

```
#ResultArray[] as STRING
ResultArray = []
For Index in range(100):
    ResultArray.append("NO DATA")
```

## Q4 (d): Python – alternative 3 of n

```
# ResultArray[99] As String
```

```
ResultArray = ["NO DATA"]*100
```