

CAMBRIDGE INTERNATIONAL EXAMINATIONS Cambridge International Advanced Subsidiary and Advanced Level

## MARK SCHEME for the May/June 2015 series

## 9691 COMPUTING

9691/23

Paper 2 (Written Paper), maximum raw mark 75

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| Page 2 |     | 2     | Mark Scheme Syllabus  | Paper   |
|--------|-----|-------|---|---------|
|        |     |       | Cambridge International AS/A Level – May/June 2015 9691   | 23      |
| 1      | (a) | (i)   | 'D'   | [1]     |
|        |     | (ii)  | Error   | [1]     |
|        |     | (iii) | "FRED"  | [1]     |
|        | (b) | (i)   | Example solution:   |         |
|        |     |       | <pre>Reverse</pre>  |         |
|        |     |       | <ul> <li>Marks as follows:</li> <li>Initial value of reverse is empty string</li> <li>Find length of string</li> <li>Loop for each letter</li> <li>Extract a single letter of the original string</li> </ul>  |         |
|        |     |       | Build up reverse string   | [max 5] |
|        |     | (ii)  | IF Original = Reverse   | [11]    |
| 2      | (a) | (i)   | Mark as follows:<br>• Line 03 1 mark<br>• Line 04 1 mark<br>• Line 07 1 mark<br>• Line 08 1 mark  |         |
|        |     |       | <pre>01 CALL InitialiseArray() // blank board<br/>02 CALL InputBoardDesign() // add slides and ladders data<br/>03 TotalMoves &lt; 0<br/>04 FOR Game &lt; 1 TO 1000<br/>05 // play next game and update TotalMoves<br/>06 TotalMoves &lt; TotalMoves + NumberOfMovesInThisGame()<br/>07 ENDFOR // NEXT // NEXT Game<br/>08 AverageMovesPerGame &lt; TotalMoves/1000<br/>09 OUTPUT AverageMovesPerGame</pre> | [4]     |
|        |     | (ii)  | use of procedure calls  | [1]     |
|        |     | . ,   |   | [1]     |
|        |     | (iii) | <ul> <li>easier to solve (reduce complexity) by breaking down into sub-problems</li> <li>can focus on one part at a time</li> <li>easier to produce module code</li> </ul>  |         |
|        |     |       |   | [max 1] |

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| (iv)    | <ul> <li>Assignment 03 / 06 / 08</li> <li>Iteration 04 (-07)</li> <li>function call 06</li> </ul>  |          | [3]   |
| (v)     | TotalMoves, Game, AverageMovesPerGame  |          |       |
|         | 1 mark for 1 or 2 correct variable identifiers, 2 marks for all 3 correc   | et       | [2]   |
| (b) (i) | the same number as the index<br><b>Justification</b> : contents of array element acts as a pointer, so if no<br>position is same as index.<br><i>Alternative answer:</i><br>0 // zero // -1<br>Justification: if content of element is 0 then no slide/ladder, so no c |          |       |
| (ii)    | Marks as follows:<br>• correct index range<br>• correct data type  |          |       |
|         | Examples   |          |       |
|         | <pre>Python: Board = [0] * 31 Board = [0 for i in range(31)] Pascal: VAR Board : ARRAY[130] OF INTEGER; Java/C#: int[] Board = new int[30]; C++: int Board[30]; VB.NET/VB6: Dim Board(30) As Integer</pre>   |          | [2]   |
| (iii)   | <ul> <li>Marks as follows:</li> <li>correct loop from 1 to 30 (accept REPEAT or WHILE loops that</li> <li>assignment of initial value to array element (allow ft from part (</li> </ul>  | ,        |       |
|         | Example Pascal   |          |       |
|         | <pre>FOR i := 1 to 30 DO     Board[i] := i; // or zero or -1</pre>   |          | [2]   |

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|       |      |  |          |        |
| (c)   | Ma   | rks as follows:  |          |        |
|       | •    | loop (REPEAT or WHILE)                                 |          |        |
|       | •    | Read number pairs                                      |          |        |
|       | •    | Correct termination on input of rogue value            |          |        |
|       | •    | Assign value b to Board[a]                             |          |        |
|       |      | ample solution:  |          |        |
|       |      | PUT a  |          |        |
|       |      | PUT b  |          |        |
|       | WHI  | ILE NOT $(a = 0 AND b = 0)$                            |          |        |
|       |      | Board[a] 🗲 b   |          |        |
|       |      | INPUT a  |          |        |
|       |      | INPUT b  |          |        |
|       | ENI  | DWHILE   |          | [max   |
|       |      |  |          |        |
| (d)   | (i)  | NumberRolled $\leftarrow$ RANDOM(5) + 1                |          | I      |
|       | (ii) | Marks as follows:                                      |          |        |
|       | (,   | declaration of local variables                         |          |        |
|       |      | <ul> <li>Initialisation player position</li> </ul>     |          |        |
|       |      |  |          |        |
|       |      | initialise and update MovesSoFar                       |          |        |
|       |      | Boolean expression in IF statement                     |          |        |
|       |      | update player position                                 |          |        |
|       |      | update position if slide or ladder                     |          |        |
|       |      | Boolean expression following UNTIL                     |          |        |
|       |      | RETURN value   |          |        |
|       |      | FUNCTION NumberOfMovesInThisGame()                     |          |        |
|       |      | DECLARE PlayerPosition : INTEGER                       |          |        |
|       |      | DECLARE <b>MovesSoFar : INTEGER</b>                    |          |        |
|       |      | DECLARE NumberRolled : INTEGER                         |          |        |
|       |      | PlayerPosition 🗲 1                                     |          |        |
|       |      | MovesSoFar 🗲 O   |          |        |
|       |      | REPEAT   |          |        |
|       |      | NumberRolled 🗲 RANDOM(5) + 1                           |          |        |
|       |      | MovesSoFar 🗲 MovesSoFar + 1                            |          |        |
|       |      | <pre>// check that move does not go beyond final</pre> | square   |        |
|       |      | IF PlayerPosition + NumberRolled $\leq$ 30             | -        |        |
|       |      | THEN // make move                                      |          |        |
|       |      | PlayerPosition 🗲 PlayerPosition + Num                  | berRolle | ed     |
|       |      | // check for slide or ladder and, if r                 | required | , move |
|       |      | <pre>// IF Board[PlayerPosition] &gt; 0 THEN</pre>     | -        |        |
|       |      | PlayerPosition   | sition]  |        |
|       |      | ENDIF  |          |        |
|       |      | ENDIF  |          |        |
|       |      | UNTIL PlayerPosition = 30                              |          |        |
|       |      | RETURN MovesSoFar // NumberOfMovesInThisGame 🗲         | MovesSo  | Far    |
|       |      | ENDFUNCTION  |          |        |
|       |      | ENDRONCTION  |          |        |

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- (e) Marks as follows:
  - Procedure heading and ending
  - Local variable for file handle
  - Assign file name to file handle
  - Open file for writing
  - Loop 1 to 30
  - Save array elements to file
  - Save AverageMovePerGame to file
  - close file

Example Pascal:

```
PROCEDURE SaveBoardDesign;
VAR FileA: TextFile;
BEGIN
Assign (FileA, 'Design.txt');
Rewrite(FileA);
FOR i := 1 to 30 D0
Writeln(FileA, Board[i]);
Writeln(FileA, AverageMovesPerGame);
CloseFile (FileA);
END;
```

[max 5]

(f) declare a constant maxsize

Where code requires the number of squares of the board, use this constant For example loop for initialising array / checking whether player has reached final square Only need to change value of constant if board size changes

[max 2]

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## 3 (a) (i)

|   | 1 |                | 1  |     |     |        |     |     | 1          |
|---|---|----------------|----|-----|-----|--------|-----|-----|------------|
|   |   |                |    |     | •   | Number | S   |     | <u>I</u> , |
| i | j | Numbers[j] >   | W  | [1] | [2] | [3]    | [4] | [5] |            |
|   |   | Numbers[j + 1] |    |     |     |        |     |     |            |
|   |   |                |    | 49  | 98  | 36     | 70  | 51  | Marks:     |
| 1 | 1 | FALSE          |    |     |     |        |     |     |            |
|   | 2 | TRUE           | 98 |     | 36  | 98     |     |     | 1          |
|   | 3 | TRUE           | 98 |     |     | 70     | 98  |     |            |
|   | 4 | TRUE           | 98 |     |     |        | 51  | 98  | 1          |
| 2 | 1 | TRUE           | 49 | 36  | 49  |        |     |     |            |
|   | 2 | FALSE          |    |     |     |        |     |     | 1          |
|   | 3 | TRUE           | 70 |     |     | 51     | 70  |     |            |
|   | 4 | FALSE          |    |     |     |        |     |     | 1          |
| 3 | 1 | FALSE          |    |     |     |        |     |     |            |
|   | 2 | FALSE          |    |     |     |        |     |     |            |
|   | 3 | FALSE          |    |     |     |        |     |     |            |
|   | 4 | FALSE          |    |     |     |        |     |     | 1          |
| 4 | 1 | FALSE          |    |     |     |        |     |     |            |
|   | 2 | FALSE          |    |     |     |        |     |     |            |
|   | 3 | FALSE          |    |     |     |        |     |     | ]          |
|   | 4 | FALSE          |    |     |     |        |     |     | 1          |
|   |   |                |    |     |     |        |     |     |            |
| 1 | 1 | 1              |    | 1   |     | 1      |     | 1   | Marks      |

Mark by row as shown. If no marks, mark by column.

[6]

[2]

[1]

- (ii) sorts // bubble sort
  - into ascending order

## (iii) 2 iterations

- (iv) Boolean expression is evaluated repeatedly // checks array contents repeatedly
  - when no more swaps are required // when the array is already sorted

[2]

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| ()      |   |          |                   |
| (v)     | n ← 4   |          |                   |
|         | REPEAT  |          |                   |
|         | NoMoreSwaps $\leftarrow$ TRUE   |          |                   |
|         | FOR j 🗲 1 TO n  |          |                   |
|         | IF Numbers[j] > Numbers[j + 1]  |          |                   |
|         | THEN  |          |                   |
|         | w 🗲 Numbers[j]  |          |                   |
|         | Numbers[j] 🗲 Numbers[j + 1]   |          |                   |
|         | Numbers[j + 1] 🗲 w  |          |                   |
|         | NoMoreSwaps ← FALSE   |          |                   |
|         | ENDIF<br>ENDFOR   |          |                   |
|         | $n \leftarrow n - 1$  |          |                   |
|         | UNTIL NoMoreSwaps = TRUE  |          |                   |
|         | -   |          |                   |
|         | Marks as follows:   |          |                   |
|         | <ul> <li>Upper bound of FOR loop set to n</li> </ul>                              |          |                   |
|         | Decrement n after FOR loop  |          |                   |
|         | <ul> <li>Set Boolean variable to TRUE in outer loop, before inner loop</li> </ul> |          |                   |
|         | Set Boolean variable to FALSE within THEN part                                    |          |                   |
|         | UNTIL expression correct  |          |                   |
|         |   |          | [{                |
|         |   |          |                   |
| (b) (i) | Indentation   |          |                   |
| .,.,    | Keywords in capitals  |          | [max <sup>·</sup> |
|         |   |          | -                 |
| /::>    | Maaningful identifiara  |          |                   |
| (11)    | Meaningful identifiers<br>Annotation/comments/remarks                             |          |                   |
|         | Use constants (for array boundaries)  |          | [max <sup>2</sup> |
|         | our denotante (for array boundaries)  |          | Lunax             |

| Ρ | age 8 | 8            | Mark Scheme   | Syllabus | Paper |
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| 4 | (a)   | Exa          | ample Pascal:   |          |       |
|   |       | FU           | NCTION ISLeapYear(Year: INTEGER) : BOOLEAN;<br>BEGIN  |          |       |
|   |       |              | IF (Year MOD 400) = 0<br>THEN   |          |       |
|   |       |              | IsLeapYear := TRUE<br>ELSE  |          |       |
|   |       |              | IF (Year MOD 100) = 0<br>THEN   |          |       |
|   |       |              | IsLeapYear := FALSE<br>ELSE   |          |       |
|   |       |              | IF (Year MOD 4) = 0<br>THEN   |          |       |
|   |       |              | IsLeapYear := TRUE<br>ELSE  |          |       |
|   |       |              | IsLeapYear := FALSE;  |          |       |
|   |       |              | END;  |          |       |
|   |       | Ma<br>•<br>• | irks as follows:<br>function heading<br>Correct use of MOD x 3 (Python, C uses %)<br>Nested IFs x 3<br>Correct RETURN values x 4 (VB assign to identifier)<br>Indentation |          | [5]   |
|   | (b)   | •            | A year that is divisible by 400 (TRUE)<br>A year that is divisible by 100, but not 400 (FALSE)  |          | [0]   |
|   |       | •            | A year that is divisible by 4, but not 100 (TRUE)<br>A year that is not divisible by 4 (FALSE)  |          |       |
|   |       | Jus          | stification must match data value   |          | [4]   |
|   | (c)   | •            | Integration testing   |          |       |
|   |       | •            | Black box testing   |          | [2]   |