Cambridge Assessment International Education

Done

Cambridge International AS & A Level

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COMPUTER SCIENCE **9618/23**

Paper 2 Fundamental Problem-solving and Programming Skills **October/November 2022**

2 hours

You must answer on the question paper.

You will need: Insert (enclosed)

INSTRUCTIONS

- Answer **all** questions.
- Use a black or dark blue pen.
- Write your name, centre number and candidate number in the boxes at the top of the page.
- Write your answer to each question in the space provided.
- Do **not** use an erasable pen or correction fluid.
- Do **not** write on any bar codes.
- You may use an HB pencil for any diagrams, graphs or rough working.
- Calculators must **not** be used in this paper.

INFORMATION

- The total mark for this paper is 75.
- The number of marks for each question or part question is shown in brackets [ ].
- No marks will be awarded for using brand names of software packages or hardware.
- The insert contains all the resources referred to in the questions.

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This document has **20** pages. Any blank pages are indicated.

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Refer to the **insert** for the list of pseudocode functions and operators.

1 A program is required for a shopping website.

(a) Part of the program requires four variables. The following table describes the use of each variable.

Complete the table by adding the most appropriate data type for each variable.

Variable use	Data type
Store the number of days in the current month	integer
Store the first letter of the customer's first name	CHAR
Store an indication of whether a year is a leap year	BOOLEAN
Store the average amount spent per customer visit	REAL

[4]

(b) The designer considers the use of a development life cycle to split the development of the website into several stages.

(i) State **one** benefit of a development life cycle when developing the website.

Easier to manage

..... [1]

(ii) Analysis is one stage of a development life cycle.

State **one** document that may be produced from the analysis stage of the website project.

Modules are developed in parallel.
Client requirment

..... [1]

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CH-12

(c) The program will be developed using the Rapid Application Development (RAD) life cycle.

(i) State **one** principle of this life cycle.

Modules are developed and easier to change [1]

(ii) Give **two** benefits and **one** drawback of its use compared to the waterfall life cycle.

Benefit 1 Quicker development time

Benefit 2 Easier to change requirment

Drawback Difficult to estimate cost

[3]

(d) Adaptive maintenance needs to be carried out on the website program.

Give **two** reasons why adaptive maintenance may be required.

1 Change to website requirnment

2 New technolgies available to host website. [2]

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CH - 9

2 A program is being designed for a smartphone to allow users to send money to the charity of their choice.

Decomposition will be used to break the problem down into sub-problems.

Identify **three** program modules that could be used in the design **and** describe their use.

Module 1 make Payment ()

Use Make payment to the charity

Module 2 Add Bank Account Details ()

Use Allows user to Add Bank Account information that donation to be taken from.

Module 3 Select Charity ()

Use Allows the user to chose a particular charity

[3]

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3 An algorithm is needed to process a sequence of numbers. Numbers may be positive or negative and may be integer or decimal.

The algorithm will:

- prompt and input one number at a time until the value zero is input
- sum the negative numbers → TN int
- sum the positive numbers
- when zero is input, output the two sum values and then end.

Describe the algorithm needed. Do **not** include pseudocode statements in your answer.

1) Declare two real variable for sum (Tp, TN)
2) Initialize both variable to 0 (Tp←0)(TN←0)
3) Prompt AND Input A number.
4) If number is greator than zero add number to Positive sum (Tp)
5) If number is less than zero add number to Negative Sum (TN)
6) Repeat from step 3 if number is not zero.
7) If number is zero output positivesum (Tp) and negative Sum (TN)

[5]

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CH - 10 ADT

4 **(a)** A program contains a 1D array `DataItem` with 100 elements.

State the **one additional** piece of information required before the array can be declared.

Data Type

[1]

(b) A programmer decides to implement a queue Abstract Data Type (ADT) in order to store characters received from the keyboard. The queue will need to store at least 10 characters and will be implemented using an array.

(i) Describe **two** operations that are typically required when implementing a queue. State the check that must be carried out before each operation can be completed.

Operation 1 Enqueue (Add an Item)

Check 1 Queue is full or not

Operation 2 Dequeue (Remove an Item)

Check 2 Queue is Empty or not.

[4]

English

(ii) Describe the declaration and initialisation of the variables and data structures used to implement the queue.

1) Declare 1D Array of Size of datatype CHAR
2) DECLARE Integer variable for FOQ
3) DECLARE Integer variable for EOQ
4) Declare Variable Num of Queue
5) Declare VARIABLE sized of Queue

[5]

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5 **(a)** A text string contains three data items concatenated as shown:

<StockID><Description><Cost>

Item lengths are:

Item	Length
StockID	5
Description	32
Cost	the remainder of the string

A procedure `Unpack()` takes four parameters of type string. One parameter is the original text string. The other three parameters are used to represent the three data items shown in the table and are assigned values within the procedure. These values will be used by the calling program after the procedure ends.

(i) Write pseudocode for the procedure `Unpack()`.

```
Procedure Unpack (ByVal X : STRING,
                  ByRef S, D, C : STRING)
    S ← left (x, 5)
    D ← MID( x, 6 , 32 )
              Start  Jump
    C ← Right (x , length (x) - 37)
ENDPROCEDURE
```

[6]

(ii) Explain the term **procedure interface** with reference to procedure `Unpack()`.

Provides a mechanism to allow calling program to pass data.
Procedure Unpack call four parameter x, D,

[2]

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(b) The design changes and a record structure is defined to store the three data items.

A user-defined data type `StockItem` is created as shown:

```
TYPE StockItem
   DECLARE StockID : STRING
   DECLARE Description : STRING
   DECLARE Cost : REAL
ENDTYPE
```

Record

(i) A variable `LineData` of type `StockItem` is declared.

Write the pseudocode statement to assign the value `12.99` to the `Cost` field of `LineData`.

LineData.Cost ← 12.99 ..... [1]

(ii) Procedure `Unpack()` is modified and converted to a function which takes the original text string as the only parameter.

Explain the other changes that need to be made to convert the procedure into a function.

Function will return the data type stockitem.
It need to declare local variable → stockitem
The cost field needs to convert in Read.

..... [2]

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(c) `Unpack()` is part of a program made up of several modules. During the design stage, it is important to follow good programming practice. One example of good practice is the use of meaningful identifier names.

Give the reason why this is good practice. Give **two other** examples of good practice.

Reason ..... It make the code easier and describle the purpose of identifier .....

Example 1 ..... Indentation .....

Example 2 ..... Comments .....

[3]

(d) The program that includes `Unpack()` is tested using the walkthrough method.

Describe this method **and** explain how it can be used to identify an error.

..... Program is check by tracetable. Errors may be indicated when variable given an unexpected value. Remove the faults in a program. .....

..... [3]

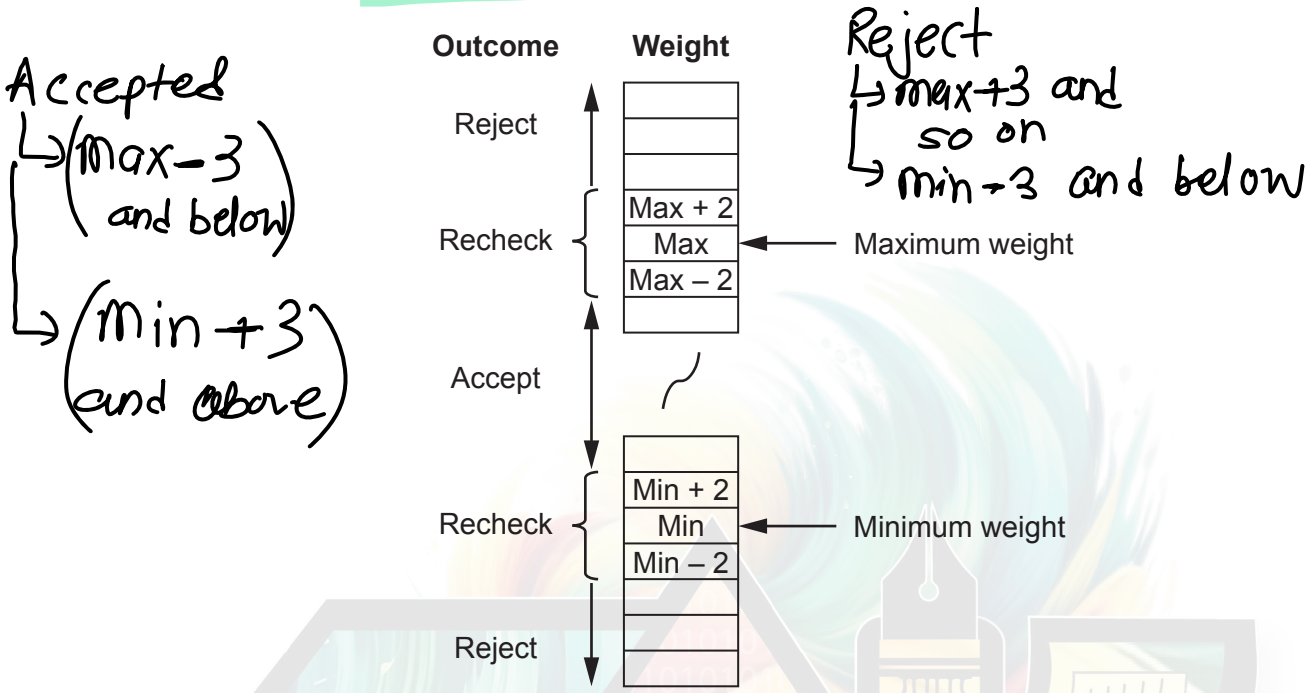
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6 Components are weighed during manufacture. Weights are measured to the nearest whole gram.

Components that weigh at least 3 grams more than the maximum weight, or at least 3 grams less than the minimum weight, are rejected.

A component is rechecked if it weighs within 2 grams of either the maximum or minimum weight.

The final outcome of weighing each component is shown below:



A function `Status()` will be called with three parameters. These are integers representing the weight of an individual component together with the minimum and maximum weights.

The value returned from the function will be as follows:

Outcome	Return value
Accept	`'A'`
Reject	`'R'`
Recheck	`'C'`

(a) Complete the following test plan for **five** tests that could be performed on function `Status()`. The tests should address all possible outcomes.

Test number	Component weight	Min	Max	Expected return value
1	300	290	315	`'A'`
2	>317	290	315	R (Reject)
3	317	290	315	C (Recheck)
4	288	290	315	C (Recheck)
5	<288	290	315	R (Reject)

[5]

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(b) Write pseudocode for `Status()`.

```
FUNCTION Status ( Weight, Min, Max : int) Return CHAR
    DECLARE  Result : CHAR
    Constant Accept = 'A'
    Constant Accept = 'B'
    Constant Accept = 'C'
    Result ← Recheck

If (Weight > Max + 2) OR (Weight < Min - 2)
        Then
            Result ← Reject
End if
    If (Weight < Max - 2) AND (Weight > Min + 2)
    THEN
            Result ← Accept
    End If
Return Result
ENDFUNCTION
```

[6]

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7 A teacher is designing a program to perform simple syntax checks on programs written by students.

Two global 1D arrays are used to store the syntax error data. Both arrays contain 500 elements.

- Array `ErrCode` contains integer values that represent an error number in the range 1 to 800.
- Array `ErrText` contains string values that represent an error description.

The following diagram shows an example of the arrays.

Index	ErrCode	ErrText
1	10	"Invalid identifier name"
2	20	"Bracket mismatch"
3	50	""
4	60	"Type mismatch in assignment"
...		
500	999	<Undefined>

Note:

1) • There are less than 500 error codes so corresponding elements in both arrays may be unused. Unused elements in `ErrCode` have the value 999. These will occur at the end of the array. The value of unused elements in `ErrText` is undefined.

2) • Values in the `ErrCode` array are stored in ascending order but not all values may be present. For example, there may be no error code 31.

3) • Some error numbers are undefined. In these instances, the `ErrCode` array will contain a valid error number but the corresponding `ErrText` element will contain an empty string.

The teacher has defined one program module as follows:

Module	Description

`OutputRange()`
 	
Procedure
	• Prompts for input of two error numbers
	• Outputs a list of error numbers between the two numbers input (inclusive) together with the corresponding error description
	• Outputs a warning message when the error description is missing as for error number 50 in the example
	• Outputs a suitable header and a final count of error numbers found
	
	Output based on the example array data above:
	
	`List of error numbers from 1 to 60`
	
	`10 : Invalid identifier name`
	`20 : Bracket mismatch`
	`50 : Error Text Missing`
	`60 : Type mismatch in assignment`
	
	`4 error numbers output`

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(a) Write pseudocode for module `OutputRange()`. Assume that the two numbers input represent a valid error number range.

```
Procedure OutputRange()
  DECLARE First, Last, COUNT, INDEX, Error: INTEGER
  DECLARE Message: STRING
  DECLARE Flag : BOOLEAN
COUNT ← 0
INDEX ← 1
FLAG ← FALSE
  OUTPUT "Please input First Error Number"
  Input LAST
  OUTPUT "List of Error Number from", First, "TO" LAST
  WHILE (Index <=500) AND (FLAG = TRUE)
      ERROR ← ERROR CODE [index]
      IF ERROR > LAST
        THEN Flag ← TRUE
      ELSE
        IF ERROR >= FIRST THEN
          Message ← ERRText [INDEX]
          IF message = " "
            THEN message ← "ERROR Text missing"
          ENDIF
          OUTPUT ERROR, " : ", message
          COUNT ← COUNT + 1
        ENDIF
      ENDIF
      INDEX ← INDEX + 1
ENDWHILE
  OUTPUT COUNT " ERROR Numbers output"
```

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ENDPROCEDURE

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..... [8]

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Question 7 continues on the next page.

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(b) (i) Two additional modules are defined:

Module	Description
`SortArrays()`	• Sorts the arrays into ascending order of `ErrCode`
`AddError()`	• Takes two parameters: ◦ an error number as an integer ERR Mess ◦ an error description as a string • Writes the error number and error description to the first unused element of the two arrays. Ensures the `ErrCode` array is still in ascending order • Returns the number of unused elements **after** the new error number has been added • Returns −1 if the new error number could not be added

Write pseudocode for the module `AddError()`. Assume that the error code is **not** already in the `ErrCode` array.

```
FUNCTION AddError(ErrNum:INTEGER, ErrMess:STRING)
                                        RETURN Integer
  DECLARE Index, Remaining : INTEGER
  CONSTANT UNUSED = 999
  INDEX ← 1
  REMAINING ← -1
  REPEAT
    IF ERRCODE[INDEX] = Unused THEN
      ERRCODE[INDEX] ← ERRNUM
      ERRTEXT[INDEX] ← ERRMESS
      CALL SortArrays()
      REMAINING ← 500 - INDEX
    ENDIF
    INDEX ← INDEX + 1
  UNTIL (REMAINING <> -1) OR (INDEX >= 500)
  RETURN REMAINING
ENDFUNCTION
```

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.....

.....

.....

.....

.....

.....

..... [6]

(ii) A new Module `RemoveError()` will remove a given error number from the array.

Describe the algorithm that would be required. Do **not** include pseudocode statements in your answer.

Loop through 500 elements (while the error is not found). Compare the ErrCode for Current Elements with ERR Numbers. If same, set value to 999 and call SORT ARRAYS () and move 999 to the end only once.

.....

.....

..... [3]

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