

Cambridge International AS & A Level

COMPUTER SCIENCE**9618/31**

Paper 3 Advanced Theory

October/November 2024

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 2024 series for most Cambridge IGCSE, Cambridge International A and AS Level components, and some Cambridge O Level components.

This document consists of **17** printed pages.

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 descriptions 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)	<p>One mark per mark point (Max 1)</p> <ul style="list-style-type: none"> correct answer statement regarding number losing precision/rounding error <p>One mark per mark point for working (Max 2)</p> <ul style="list-style-type: none"> number converted to binary $201.125 = 11001001.001$ $// 128 + 64 + 8 + 1 + 0.125 / 1/8$ seen use of the exponent e.g. moving the binary point 8 places $/ \times 2^8$. <table border="1" data-bbox="449 524 673 555"> <tr> <td>Mantissa</td> </tr> </table> <table border="1" data-bbox="1010 524 1235 555"> <tr> <td>Exponent</td> </tr> </table> <table border="1" data-bbox="336 555 943 619"> <tr> <td>0</td> <td>1</td> <td>1</td> <td>0</td> <td>0</td> <td>1</td> <td>0</td> <td>0</td> <td>1</td> <td>0</td> </tr> </table> <table border="1" data-bbox="988 555 1370 619"> <tr> <td>0</td> <td>0</td> <td>1</td> <td>0</td> <td>0</td> <td>0</td> </tr> </table>	Mantissa	Exponent	0	1	1	0	0	1	0	0	1	0	0	0	1	0	0	0	3
Mantissa																				
Exponent																				
0	1	1	0	0	1	0	0	1	0											
0	0	1	0	0	0															
1(b)	<p>One mark per mark point (Max 2)</p> <ul style="list-style-type: none"> application of exponent to go from 1.010110011 to $101011.0011 // \times 2^5$ // movement of binary point 5 places seen $-32 + 8 + 2 + 1 + .125 + .0625 // -32 + 8 + 2 + 1 + 1/8 + 1/16$ seen $// -1 + 1/4 + 1/16 + 1/32 + 1/256 + 1/512 // -1 + 179/512 // -333/512$ <p>One mark for correct answer (Max 1)</p> <ul style="list-style-type: none"> $-20.8125 //$ $-20^{13}/16$ 	3																		

Question	Answer	Marks
2	<p>One mark per mark point (Max 4)</p> <p>MP1 low number of instruction formats //low number of instruction sets MP2 uses single-clock cycle instructions MP3 uses fixed length instructions MP4 uses many general-purpose registers MP5 works well with pipelining MP6 hard-wired control unit MP7 makes extensive use of RAM MP8 uses a low number of addressing modes MP9 the design emphasis is on the software.</p>	4

Question	Answer	Marks
3(a)	<p>One mark per mark point (Max 3)</p> <p>MP1 A dedicated circuit / channel is required MP2 The circuit is established before the transmission begins MP3 The circuit lasts for the whole of the transmission // The circuit is closed at the end of the transmission MP4 Data travels in a continuous stream along the same route MP5 Transmission is usually bidirectional.</p>	3

Question	Answer	Marks
3(b)	<p>One mark for a benefit (Max 1)</p> <p>MP1 No need for data to be reassembled // data / frames arrive in the same order in which they were sent MP2 Suitable for real time transmission // fast data transfer rate MP3 The whole of the bandwidth is available</p> <p>One mark for a drawback (Max 1)</p> <p>MP4 No other transmission can use the same circuit when it is in use // Bandwidth can be wasted as it cannot be used by other messages MP5 Not secure // Can be intercepted as all data travelling along the same route MP6 If there is a problem with the route the transmission ends // No other route is available without first doing the setup MP7 The circuit is always there whether or not it's being used MP8 Can take time to set up before transmission starts.</p>	2

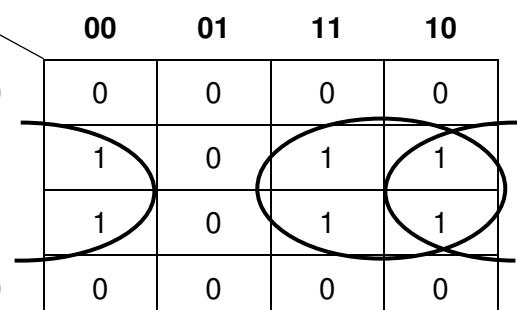
Question	Answer	Marks
4	<p>One mark per mark point (Max 4)</p> <p>MP1 Each layer can only accept input from the next higher layer or the next lower layer MP2 There is an interface between the adjacent layers which is the only interaction between layers MP3 Data is added to the headers as the frames/packets pass through the layers MP4 The interactions are carried out by installed software MP5 User interaction takes place at the highest/Application layer of the stack through protocols associated with that layer of the stack MP6 Direct access to hardware takes place at the lowest/Link layer of the stack.</p>	4

Question	Answer	Marks
5(a)	<p>One mark per mark point (Max 3)</p> <p>MP1 A hashing algorithm is used in direct access methods on random and sequential files MP2 It is a mathematical formula MP3 ... used to perform a calculation applied to the key field of the record being searched / stored MP4 The result of the calculation gives the address where the record should be found / stored.</p>	3
5(b)	<p>One mark per mark point (Max 2)</p> <p>MP1 The record is stored in the next free memory space after the one identified by the hashing algorithm // Use linear progression MP2 An overflow area is set up and the record is stored in the next free memory space in the overflow area.</p>	2

Question	Answer	Marks
6(a)	<p>One mark per mark point (Max 3)</p> <p>MP1 A set user-defined data type is a composite data type MP2 ... which includes a list of unordered elements MP3 Set theory operations, such as intersection and union, can be applied to these elements MP4 A set data type includes the type of data/data type it uses as part of its definition MP5 All the elements are of the same data type.</p>	3

Question	Answer	Marks
6(b)	<p>One mark for each mark point (Max 4)</p> <p>MP1 TYPE SymbolSet/Operators = MP2 SET OF CHAR MP3 DEFINE Operators/SymbolSet MP4 ('+', '-', '*', '/', '^') MP5 : SymbolSet/Operators</p> <p>Example answers</p> <pre>TYPE SymbolSet = SET OF CHAR DEFINE Operators ('+', '-', '*', '/', '^') : SymbolSet</pre> <pre>TYPE Operators = SET OF CHAR DEFINE SymbolSet ('+', '-', '*', '/', '^') : Operators</pre>	4

Question	Answer	Marks
7(a)	<p>One mark for every two correct products (Max 3)</p> <p>(T =) $\overline{A} \cdot \overline{B} \cdot \overline{C} \cdot D + \overline{A} \cdot \overline{B} \cdot C \cdot D + A \cdot \overline{B} \cdot \overline{C} \cdot D + A \cdot \overline{B} \cdot C \cdot D + A \cdot B \cdot \overline{C} \cdot D + A \cdot B \cdot C \cdot D$</p>	3

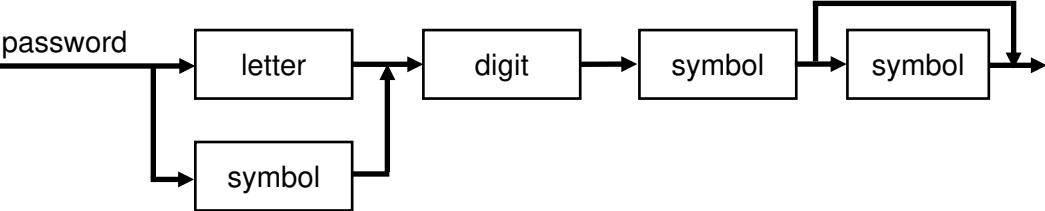
Question	Answer	Marks																									
7(b)	<p>Two marks if no errors present One mark if one error present</p> <p style="text-align: center;"> $\begin{array}{c} \text{AB} \\ \diagdown \quad \diagup \\ \text{CD} \end{array}$ </p> <table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <td></td> <td>00</td> <td>01</td> <td>11</td> <td>10</td> </tr> <tr> <td>00</td> <td>0</td> <td>0</td> <td>0</td> <td>0</td> </tr> <tr> <td>01</td> <td>1</td> <td>0</td> <td>1</td> <td>1</td> </tr> <tr> <td>11</td> <td>1</td> <td>0</td> <td>1</td> <td>1</td> </tr> <tr> <td>10</td> <td>0</td> <td>0</td> <td>0</td> <td>0</td> </tr> </table>		00	01	11	10	00	0	0	0	0	01	1	0	1	1	11	1	0	1	1	10	0	0	0	0	2
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7(c)	<p>One mark for each correct loop (Max 2)</p> <p style="text-align: center;"> $\begin{array}{c} \text{AB} \\ \diagdown \quad \diagup \\ \text{CD} \end{array}$ </p> <table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <td></td> <td>00</td> <td>01</td> <td>11</td> <td>10</td> </tr> <tr> <td>00</td> <td>0</td> <td>0</td> <td>0</td> <td>0</td> </tr> <tr> <td>01</td> <td>1</td> <td>0</td> <td>1</td> <td>1</td> </tr> <tr> <td>11</td> <td>1</td> <td>0</td> <td>1</td> <td>1</td> </tr> <tr> <td>10</td> <td>0</td> <td>0</td> <td>0</td> <td>0</td> </tr> </table> <p style="text-align: center;">  </p>		00	01	11	10	00	0	0	0	0	01	1	0	1	1	11	1	0	1	1	10	0	0	0	0	2
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Question	Answer	Marks
7(d)(i)	<p>One mark for each mark point (Max 2)</p> <ul style="list-style-type: none"> • Any correct Boolean term • Boolean terms and operator correct and no other terms present <p>(T =) A. D + \overline{B}. D // \overline{B}. D + A. D</p>	2
7(d)(ii)	<p>One mark for simplest form (Max 1)</p> <p>(T =) D. (A. \overline{B})</p>	1

Question	Answer	Marks
8(a)	<p>One mark per mark point (Max 4)</p> <p>MP1 In segmented memory, the logical / virtual address space is broken into varying sized blocks called segments / sections.</p> <p>MP2 Each segment has a name and size.</p> <p>MP3 During execution segments from logical / virtual memory are loaded into physical memory.</p> <p>MP4 The address is specified by the user</p> <p>MP5 ... it contains the segment name and offset value.</p> <p>MP6 Segments are numbered</p> <p>MP7 ... and this number is used as an index in the segment map table.</p> <p>MP8 The offset value determines the size of the segment.</p> <p>MP9 A segment map table maps logical / virtual addresses to physical addresses / contains the segment number and offset.</p>	4

Question	Answer	Marks
8(b)	<p>One mark per mark point (Max 3)</p> <p>MP1 Disk thrashing is a problem that may occur when virtual memory is being used. MP2 As the main memory fills up, more and more pages need to be swapped in and out of virtual memory. MP3 This swapping leads to a very high rate of hard disk access / excessive disk head movements. MP4 Moving a hard disk read/write head takes a relatively long time / long latency time. MP5 Eventually, more time is spent swapping pages than processing data thrash point, which can cause the program to freeze or not run.</p>	3

Question	Answer	Marks			
9(a)	To ensure that the attributes are only accessible using the class's own methods/within the class.	1			
9(b)	<p>One mark per mark point (Max 5)</p> <p>MP1 Two correct attributes with sensible names and correct data types. MP2 Constructor present. MP3 Two correct setters with exact names and appropriate parameters and data types. MP4 Two correct getters with appropriate names. MP5 Name assigned to pet name getter matches the attribute.</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: center; padding: 5px;">Pet</th></tr> </thead> <tbody> <tr> <td style="padding: 5px;"> PetID : STRING PetType : STRING OwnerTelephone : STRING DateRegistered : DATE PetName : STRING OwnerName : STRING </td></tr> <tr> <td style="padding: 5px;"> Constructor() SetPetID(APetID : STRING) SetDateRegistered(RegDate : DATE) GetPetName() GetOwnerTelephone() </td></tr> </tbody> </table>	Pet	PetID : STRING PetType : STRING OwnerTelephone : STRING DateRegistered : DATE PetName : STRING OwnerName : STRING	Constructor() SetPetID(APetID : STRING) SetDateRegistered(RegDate : DATE) GetPetName() GetOwnerTelephone()	5
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Question	Answer	Marks
10(a)	<p>One mark per mark point (Max 4)</p> <ul style="list-style-type: none"> • <code><operator> ::= + - * /</code> • <code><label> ::= <letter><digit> <letter><digit><digit></code> • <code><equation> ::= <label> =</code> • <code><label><operator><label></code> 	4
10(b)(i)	<p>One mark per mark point (Max 3)</p> <p>MP1 begin with either a letter or a symbol MP2 end with either one or two symbols MP3 digit and all other connections and label correct.</p>  <pre> graph LR start((password)) --> letter[letter] letter --> digit[digit] digit --> symbol1[symbol] symbol1 --> symbol2[symbol] symbol1 --> letter symbol2 --> final(()) symbol2 --> symbol2 </pre>	3

Question	Answer	Marks
10(b)(ii)	<p>One mark per mark point (Max 2)</p> <ul style="list-style-type: none"> • $\langle \text{password} \rangle ::= \langle \text{letter} \rangle \langle \text{digit} \rangle \langle \text{symbol} \rangle$ • $\langle \text{letter} \rangle \langle \text{digit} \rangle \langle \text{symbol} \rangle \langle \text{symbol} \rangle \langle \text{symbol} \rangle \langle \text{digit} \rangle \langle \text{symbol} \rangle$ • $\langle \text{symbol} \rangle \langle \text{digit} \rangle \langle \text{symbol} \rangle \langle \text{symbol} \rangle$ <p>$\langle \text{password} \rangle ::= \langle \text{letter} \rangle \langle \text{digit} \rangle \langle \text{symbol} \rangle$ $\langle \text{letter} \rangle \langle \text{digit} \rangle \langle \text{symbol} \rangle \langle \text{symbol} \rangle \langle \text{symbol} \rangle \langle \text{digit} \rangle \langle \text{symbol} \rangle$ $\langle \text{symbol} \rangle \langle \text{digit} \rangle \langle \text{symbol} \rangle \langle \text{symbol} \rangle$</p> <p>Alternative Answer</p> <p>One mark per mark point (Max 2)</p> <ul style="list-style-type: none"> • All three lines correct • Any two lines correct <p>$\langle \text{first} \rangle ::= \langle \text{letter} \rangle \langle \text{symbol} \rangle$ $\langle \text{last} \rangle ::= \langle \text{symbol} \rangle \langle \text{symbol} \rangle \langle \text{symbol} \rangle$ $\langle \text{password} \rangle ::= \langle \text{first} \rangle \langle \text{digit} \rangle \langle \text{last} \rangle$</p>	2

Question	Answer	Marks
11(a)	<p>One mark per mark point (Max 4)</p> <p>MP1 Four additional nodes with correct data values MP2 Correct null pointers in all added nodes (6) with no extra null pointers where the arrow points to the next node MP3 Correct arrows to represent pointers joining parent nodes to child nodes MP4 All nodes in correct order and no extra data added to pointers.</p> <pre> graph TD Root[RootPtr] --> Red[Red] Red -- LeftPtr --> Green[Green] Red -- RightPtr --> Yellow[Yellow] Green -- LeftPtr --> Blue[Blue] Green -- RightPtr --> Orange[Orange] Blue -- LeftPtr --> Indigo[Indigo] Orange -- RightPtr --> Violet[Violet] </pre>	4

Question	Answer	Marks																																								
11(b)	<p>One mark per mark point (Max 4)</p> <p>MP1 Correct Red and Green rows MP2 Correct Yellow and Blue rows MP3 Correct Orange, Indigo and Violet rows MP4 Correct FreePtr with blank row 7</p> <table border="1" data-bbox="332 462 489 1144"> <tr> <td>RootPt r</td> <td>0</td> </tr> <tr> <td>FreePt r</td> <td>7</td> </tr> </table> <table border="1" data-bbox="601 462 1304 1144"> <thead> <tr> <th data-bbox="601 462 736 557">Index</th> <th data-bbox="736 462 923 557">LeftPtr</th> <th data-bbox="923 462 1109 557">Data</th> <th data-bbox="1109 462 1304 557">RightPt r</th> </tr> </thead> <tbody> <tr> <td data-bbox="601 557 736 620">0</td> <td data-bbox="736 557 923 620">1</td> <td data-bbox="923 557 1109 620">Red</td> <td data-bbox="1109 557 1304 620">2</td> </tr> <tr> <td data-bbox="601 620 736 684">1</td> <td data-bbox="736 620 923 684">3</td> <td data-bbox="923 620 1109 684">Green</td> <td data-bbox="1109 620 1304 684">4</td> </tr> <tr> <td data-bbox="601 684 736 747">2</td> <td data-bbox="736 684 923 747">6</td> <td data-bbox="923 684 1109 747">Yellow</td> <td data-bbox="1109 684 1304 747">-1</td> </tr> <tr> <td data-bbox="601 747 736 811">3</td> <td data-bbox="736 747 923 811">-1</td> <td data-bbox="923 747 1109 811">Blue</td> <td data-bbox="1109 747 1304 811">-1</td> </tr> <tr> <td data-bbox="601 811 736 874">4</td> <td data-bbox="736 811 923 874">5</td> <td data-bbox="923 811 1109 874">Orange</td> <td data-bbox="1109 811 1304 874">-1</td> </tr> <tr> <td data-bbox="601 874 736 938">5</td> <td data-bbox="736 874 923 938">-1</td> <td data-bbox="923 874 1109 938">Indigo</td> <td data-bbox="1109 874 1304 938">-1</td> </tr> <tr> <td data-bbox="601 938 736 1002">6</td> <td data-bbox="736 938 923 1002">-1</td> <td data-bbox="923 938 1109 1002">Violet</td> <td data-bbox="1109 938 1304 1002">-1</td> </tr> <tr> <td data-bbox="601 1002 736 1065">7</td> <td data-bbox="736 1002 923 1065"></td> <td data-bbox="923 1002 1109 1065"></td> <td data-bbox="1109 1002 1304 1065"></td> </tr> </tbody> </table>	RootPt r	0	FreePt r	7	Index	LeftPtr	Data	RightPt r	0	1	Red	2	1	3	Green	4	2	6	Yellow	-1	3	-1	Blue	-1	4	5	Orange	-1	5	-1	Indigo	-1	6	-1	Violet	-1	7				4
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7																																										

Question	Answer	Marks
11(c)	<p>One mark for any correct row (Max 4)</p> <pre> FUNCTION SearchTree(Item : STRING) RETURNS INTEGER NowPtr ← RootPtr WHILE NowPtr <> -1 IF BinTree[NowPtr].Data > Item THEN NowPtr ← BinTree[NowPtr].LeftPtr ELSE IF BinTree[NowPtr].Data < Item THEN NowPtr ← BinTree[NowPtr].RightPtr ELSE RETURN NowPtr ENDIF ENDIF ENDWHILE RETURN NowPtr ENDFUNCTION </pre>	4