CAMBRIDGE INTERNATIONAL EXAMINATIONS

GCE Advanced Subsidiary Level and GCE Advanced Level

MARK SCHEME for the May/June 2014 series

9691 COMPUTING

9691/23 Paper 21 (Written Paper), maximum raw mark 75

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 will not enter into discussions about these mark schemes.

Cambridge is publishing the mark schemes for the May/June 2014 series for most IGCSE, GCE Advanced Level and Advanced Subsidiary Level components and some Ordinary Level components.

CAMBRIDGE
International Examinations

1 (a) (i)

Identifier	Data type	Description
Ounces	**INTEGER**	Variable used as control variable in FOR loop
Grams	**REAL/Float/single/decimal/double**	Variable used for storing result of conversion calculation

1 mark for each data type [2]

(ii)
```
OUTPUT "   Conversion Table"
OUTPUT "Ounces          Grams"
FOR Ounces ← 1 TO 16
   Grams ← Ounces * 28.35
   Grams ← ROUND(Grams)
   OUTPUT Ounces, "               ", Grams
ENDFOR  // NEXT Ounces
```

1 mark for each correct line [4]

(b) (i) 20 DIV 6 = **3**
20 MOD 6 = **2** [2]

(ii)
```
FUNCTION CalculateNumberOfBoxes(NumberOfEggs : INTEGER)
                                        RETURNS INTEGER      } 1 mark
   DECLARE NumberOfBoxes : INTEGER                           1 mark
   NumberOfBoxes ← NumberOfEggs DIV 6                        1 mark
   IF NumberOfEggs MOD 6 > 0            // 6>= 1             1 mark
      THEN
         NumberOfBoxes ← NumberOfBoxes + 1                   1 mark
   ENDIF
   RETURN NumberOfBoxes
ENDFUNCTION
```
[5]

(c) A function always returns a value. A procedure may or may not return one or more values [1]

(d)
- indentation
- meaningful identifier names
- annotation
- parameters
- local variables [max 4]

2 (a) (i) *mark as follows:*
1 mark for labels/explanations, heading, customer name and telephone number boxes
1 mark for date choice using calendar or showing required format
1 mark for type of cake as drop-down list or similar
1 mark for delivery required as radio buttons or similar

[4]

(ii) suitable explanation of a feature (drop-down box, radio button, etc.) [1]

(b) (i)

Field Name	Data Type	Field size (bytes)	
CustomerName	String (1 mark)	24 (approx.)	1 mark
TelephoneNumber	String (1 mark)	13 (approx.)	
DateReady	Date/string/real	8	1 mark
CakeType	Char	1	2 marks
Price	Real/float/single(4)/double(8)/currency(8)/decimal(16)		1 mark
ToBeDelivered	Boolean	1	2 marks

[8]

(ii) *1 mark for record header*
1 mark for record end
1 mark for every three fields correct

[4]

Pascal

```
TYPE CakeOrder = RECORD
                    CustomerName: String[24];
                    TelephoneNumber: String[13];
                    DateReady: TDateTime;
                    CakeType: Char;
                    Price: Currency;
                    ToBeDelivered: Boolean;
                 END;
```

VB6

```
TYPE CakeOrder
   CustomerName AS String
   TelephoneNumber AS String
   DateReady AS Date
   CakeType AS Char
   Price AS Currency
   ToBeDelivered AS Boolean
END TYPE
```

VB.NET

```
STRUCTURE CakeOrder
   DIM CustomerName AS String
   DIM TelephoneNumber AS String
   DIM DateReady AS Date
   DIM CakeType AS Char
   DIM Price AS Currency
   DIM ToBeDelivered AS Boolean
END STRUCTURE
```

Python

```
class CakeOrder :
   def__init__(self) :
      customerName = ""
      telephoneNumber = ""
      dateReady = ""                // Datetime.datetime.now()
      cakeType = ""
      price = 0.0
      toBeDelivered = FALSE
```

3 *1 mark for each flowchart box correctly "translated"*
1 mark for REPEAT
1 mark for each ELSE& matching ENDIF [max 18]

Pascal

```
Randomize;                                                          1
MyNumber := RANDOM(100) + 1;                                        1
EndGame := FALSE;                                                   1
NumberOfGuesses := 0;                                               1
WriteLn('Guess my number. Type 0 (zero) to end game');              1
REPEAT                                                              1
   ReadLn(Guess);                                                   1
   IF Guess = 0                                                     1
      THEN
         BEGIN
            WriteLn('You gave up after ', NumberOfGuesses);         1
            EndGame := TRUE;                                        1
         END
      ELSE                                                          1
         BEGIN
            NumberOfGuesses := NumberOfGuesses + 1;                 1
            IF Guess = MyNumber                                     1
               THEN
                  BEGIN
                     WriteLn('Correct - you took ', NumberOfGuesses, 1
                                                 'to guess my number');
                     EndGame := TRUE;                               1
                  END
               ELSE                                                 1
                  IF Guess > MyNumber                               1
                     THEN
                        WriteLn('Too high - try again')             1
                     ELSE                                           1
                        WriteLn('Too low - try again')              1
         END;
UNTIL EndGame = TRUE;                                               1
```

QBASIC

```
MyNumber = RND(100)                                                    1
EndGame = FALSE                                                        1
NumberOfGuesses = 0                                                    1
PRINT("Guess my number. Type 0 (zero) to end game")                    1
REPEAT                                                                 1
   INPUT Guess                                                         1
   IF Guess = 0 THEN                                                   1
      PRINT("You gave up after ", NumberOfGuesses)                     1
      EndGame = TRUE                                                   1
   ELSE                                                                1
      NumberOfGuesses = NumberOfGuesses + 1                            1
      IF Guess = MyNumber THEN                                         1
         PRINT("Correct - you took ", NumberOfGuesses,                 1
                                    "to guess my number")
         EndGame = TRUE                                                1
      ELSE                                                             1
         IF Guess > MyNumber THEN                                      1
            PRINT("Too high - try again")                              1
         ELSE                                                          1
            PRINT("Too low - try again")                               1
         ENDIF
      ENDIF
   ENDIF
UNTIL EndGame = TRUE                                                   1
```

VB6

```
Randomize
MyNumber = INT(RND * 100 + 1)                                          1
EndGame = FALSE                                                        1
NumberOfGuesses = 0                                                    1
MsgBox("Guess my number. Type 0 (zero) to end game")                   1
DO WHILE NOT EndGame = TRUE                                            1
   Guess = INPUTBOX("")                                                1
   IF Guess = 0 THEN                                                   1
      MsgBox("You gave up after ", NumberOfGuesses)                    1
      EndGame = TRUE                                                   1
   ELSE                                                                1
      NumberOfGuesses = NumberOfGuesses + 1                            1
      IF Guess = MyNumber THEN                                         1
         MsgBox("Correct - you took ", NumberOfGuesses,                1
                                    "to guess my number")
         EndGame = TRUE                                                1
      ELSE                                                             1
         IF Guess > MyNumber THEN                                      1
            MsgBox("Too high - try again")                             1
         ELSE                                                          1
            MsgBox("Too low - try again")                              1
         ENDIF
      ENDIF
   ENDIF
LOOP                                                                   1
```

VB.NET

Alternative to get a random number between 1 and 100:

```
DIM Random AS NEW Random()
MyNumber = Random.Next(1,100)
```

```
MyNumber = CINT(INT((100 * RND()) + 1))                                    1
EndGame = FALSE                                                            1
NumberOfGuesses = 0                                                        1
Console.Writeline("Guess my number. Type 0 (zero) to end game")            1
DO                                                                         1
   Guess = Console.Readline()                                              1
   IF Guess = 0 THEN                                                       1
      Console.Writeline("You gave up after ", NumberOfGuesses)             1
      EndGame = TRUE                                                       1
   ELSE                                                                    1
      NumberOfGuesses = NumberOfGuesses + 1                                1
      IF Guess = MyNumber THEN                                             1
         Console.Writeline("Correct – you took ",                          1
                           NumberOfGuesses, "to guess my number")
         EndGame = TRUE                                                    1
      ELSE                                                                 1
         IF Guess > MyNumber THEN                                          1
            Console.Writeline("Too high – try again")                      1
         ELSE                                                              1
            Console.Writeline("Too low – try again")                       1
         ENDIF
      ENDIF
   ENDIF
LOOP UNTIL EndGame = TRUE                                                  1
```

Python

```
Random.seed()                                                              1
MyNumber = random.randint(1, 100)                                          1
EndGame = FALSE                                                            1
NumberOfGuesses = 0                                                        1
print("Guess my number. Type 0 (zero) to end game")                        1
WHILE EndGame != TRUE :                                                    1
   Guess = int(input())                                                    1
   IF Guess == 0 :                                                         1
      print("You gave up after ", NumberOfGuesses)                         1
      EndGame = TRUE                                                       1
   ELSE:                                                                   1
      NumberOfGuesses = NumberOfGuesses + 1                                1
      IF Guess == MyNumber :                                               1
         print("Correct – you took ", NumberOfGuesses,                     1
                                   "to guess my number")
         EndGame = TRUE                                                    1
      ELSE:                                                                1
         IF Guess > MyNumber :                                             1
            print("Too high – try again")                                  1
         ELSE:                                                             1
            print("Too low – try again")                                   1
```

4 (a) – GUI
– touch screen / WIMP / etc.
– virtual keyboard / pop-up menu [2]

(b) (i) – array
– 2-dimensional // 9×9 [2]

(ii) `Puzzle[1,3] ← 5` [2]
1 mark for correct index, 1 mark for remainder correct

(c) `(Entry>='1') AND (Entry<='9')` [2]
1 mark for first bracket & AND, 1 mark for second bracket.

(d) store the x-y co-ordinates of each entry in a serial file / (linked list) / on a stack so they can be accessed in reverse order

[max 4]

5 (i)

x	ThisValue	y	List[y]	(List[y] > ThisValue) AND (y > 0)	List			
					[1]	[2]	[3]	[4]
–	–	–	–	–	56	23	67	12
2	23	1	56	TRUE		56		
		0		FALSE	23			
3	67	2	56	FALSE			(67)	
4	12	3	67	TRUE				67
		2	56	TRUE			56	
		1	23	TRUE		23		
		0		FALSE	12			

1 mark for each column correct [9]

(ii) (insertion) sort // ascending order [1]