

CAMBRIDGE INTERNATIONAL EXAMINATIONS

Cambridge International Advanced Subsidiary and Advanced Level

MARK SCHEME for the October/November 2014 series

9691 COMPUTING

9691/22

Paper 2 (Written Paper), maximum raw mark 75

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- 1 (a) (i) *Mark as follows:*
 1 mark for suitable labels/explanations for fields
 1 mark for name and age entry options
 1 mark for radio buttons or similar for Boolean club member field
 1 mark for event choice (e.g. drop down list or radio buttons)
 1 mark for fee box
 1 mark for Confirm button [6]
- (ii) Up to two marks for justification of features used in (i) [2]

(b) (i)

Field Name	Data Type	Field Size (bytes)
CompetitorName	String	26 (approx.) 15–40
CompetitorAge	Integer /Byte /ShortInt	4 1 2
ClubMember	Boolean	1
EventEntered	Char/Character	1/2
EntryFee	Currency/Real/float/single /decimal	4/8 /16

- 1 mark for each cell correct (Do not give a mark for a range) [10]
- (ii) 1 mark for adding all 5 field lengths together (e.g. 40 bytes)
 1 mark for multiplying by 100 (e.g. 4000 bytes)
 1 mark for adding 10% overheads (e.g. 4400 bytes) [3]

2 (a)

Loop	1	2	3	4	5	6	7	8
	s	z	x	y	m	List[m]	List[m] = s	List[m] > s
	64	-	1	15	-	-	-	-
		FALSE			-	-	-	-
1			9		8	52	FALSE	FALSE
2				11	12	79	(FALSE)	TRUE
3				9	10	67	(FALSE)	(TRUE)
4		TRUE			9	64	TRUE	

OUTPUT 9

[8]

1 mark for each column 2 to 8 correct (if no marks mark row by row)
1 mark for OUTPUT correct

- (b) – searches for s (64) // (binary) search
– outputs position/index of requested value in list

[2]

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- 3 (a) (i) 1 mark for suitable values for white and black tokens
1 mark for suitable value for empty cell (e.g. NULL, "", 0, -1) [2]

(ii) e.g. Pascal

```
VAR Grid : Array[1..6, 1..7] OF CHAR;           // 3 marks
FOR Row := 1 TO 6 DO                             // 1 mark
  FOR Column := 1 TO 7 DO                         // 1 mark
    Grid[Row, Column] := NULL;                   // 2 marks
```

Mark as follows:

- 1 mark for correct identifier
- 1 mark for correct dimensions (6 × 7 or 7 × 6 elements)
- 1 mark for data type (needs to match the assignment)
- 1 mark for outer loop
- 1 mark for inner loop
- 1 mark for correct indexes
- 1 mark for correct assignment of a value to represent an empty cell

No marks for pseudocode [7]

- (iii) Grid[2, 4] := 'X'; // 2 marks [2]

(b) e.g. Pascal

```
FOR Row := 6 DOWNTO 1 DO
  BEGIN
    FOR Column := 1 TO 7 DO
      Write(Grid[Row, Column]);
    Writeln;
  END;
```

- 1 mark for correctly counting down
- 1 mark for correctly nested loops
- 1 mark for correct output statement with correct array element indexes
- 1 mark for correct new line (i.e. new line in outer loop only)
- 1 mark for appropriate indentation and suggested variable names (row, column, grid) [max 4]

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(c) (i) FUNCTION ColumnNumberValid(x : INTEGER) RETURNS BOOLEAN
 DECLARE Valid : BOOLEAN
 IF (x < 1) OR (x > 7) // x outside range?
 THEN
 Valid ← FALSE // column number not within range
 ELSE
 IF Grid[6, x] = NULL // cell in top row empty?
 THEN
 Valid ← TRUE // cell empty
 ELSE
 Valid ← FALSE // cell not empty
 ENDIF
 ENDIF
 RETURN Valid
 ENDFUNCTION

1 mark for each gap correctly filled [8]

(c) (ii)

Type of test data	Example test data	Justification
Normal/valid	Any integer between 1 and 7	A column number with top row free
Boundary/Borderline	Any integer between 1 and 7	A column number with column full/nearly full Accept boundary values for column number, e.g. 1/7 (first or last column)
Erroneous/Invalid	Any integer out of range (<1 or >7)	out of range

1 mark per cell correctly entered [9]

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```

(d) 01 REPEAT
    02     INPUT ChosenColumnNumber
    03 UNTIL ColumnNumberValid(ChosenColumnNumber)
    04 Row ← 1 // start with bottom row and find first empty row
    05 WHILE Grid[Row, ChosenColumnNumber] <> NULL
    06     Row ← Row + 1
    07 ENDWHILE
    08 IF NextPlayer = 'A'
    09     THEN
    10         Grid[Row, ChosenColumnNumber] ← 'O' // 'X'
    11     ELSE
    12         Grid[Row, ChosenColumnNumber] ← 'X' // 'O'
    13 ENDIF

```

1 mark each for completing lines 3, 5, 6, 8.

1 mark for completing lines 10 and 12 correctly

[5]

(e) (i) Player: passed by value 1 mark
Number: passed by reference 1 mark

[2]

(ii) GetColumn(**NextPlayer**, **ChosenColumnNumber**)

1 mark for each correct parameter

[2]

(f) – indentation
– meaningful identifiers
– Initialising variables
– annotation/comments
– parameters
– procedure calls/modular structure
– keywords in capital letters

[max 3]