Cambridge Assessment International Education

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CANDIDATE NAME

CENTRE NUMBER

CANDIDATE NUMBER

7187074046

COMPUTER SCIENCE **9608/22**

Paper 2 Fundamental Problem-solving and Programming Skills **October/November 2020**

2 hours

You must answer on the question paper.

No additional materials are needed.

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.

This document has **20** pages. Blank pages are indicated.

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1 **(a)** Algorithms usually consist of three different stages.

One stage is INPUT.

Name the **other** stages.

1 .....

2 .....
[1]

(b) An algorithm may be documented using different methods. These include structured English, a program flowchart, and pseudocode.

State what a program designer represents using one or more of these methods.

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..... [2]

(c) Programming languages support different data types.

Complete the table by giving four **different** data types together with an example data value for each.

Data type	Example data value

[4]

(d) Draw lines to connect each of the following computing terms with the appropriate description.

Term	Description
Black-box testing	A structure for the temporary storage of data
File	A method used when the structure of the program is unknown
Assignment	A method of setting the value of a variable
Array	A structure for the permanent storage of data

[3]

(e) A pseudocode algorithm assigns values to three variables as follows:

```
FlagA ← TRUE
FlagB ← FALSE
FlagC ← TRUE
```

Evaluate the expressions given in the following table:

Expression	Evaluates to
`NOT FlagB AND FlagC`	
`NOT (FlagB OR FlagC)`	
`(FlagA AND FlagB) OR FlagC`	
`NOT (FlagA AND FlagB) OR NOT FlagC`	

[2]

2 **(a)** The following pseudocode is an attempt to define an algorithm that takes two numbers as input and outputs the larger of the two numbers.

```
DECLARE A, B : INTEGER
INPUT A
INPUT B
IF A > B
   THEN
      OUTPUT A
   ELSE
      OUTPUT B
ENDIF
```

The algorithm needs to be amended to include the following changes:

1. Input **three** values, ensuring that each value input is unique.
2. Output the average.
3. Output the largest value.

Write the **pseudocode** for the amended algorithm.

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(b) Complete the pseudocode expressions in the following table.

Use **only** functions and operators described in the **Appendix** on pages 18–19.

Expression	Evaluates to
`"ALARM: " & ..... ("Time: 1202" , .....)`	`"ALARM: 1202"`
`..... ("Stepwise." , ..... , .....)`	`"wise"`
`1.5 * ..... ("OnePointFive")`	`18`
`..... (27.5)`	`"27.5"`
`..... (9, 4)`	`2`

[5]

(c) A problem may be decomposed into sub-tasks when designing an algorithm.

Give **three** benefits of using sub-tasks.

1 .....

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2 .....

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3 .....

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[3]

3 A car has the ability to detect a skid by monitoring the rate of rotation (the rotational speed) of each wheel. If the rate of rotation of any wheel is not within 10% of the average of all four wheels, the car skids.

A function, `CheckSkid()`, is being developed.

The function will:

- simulate real-time data acquisition, by prompting for the input of four integer values in the range 0 to 1000 inclusive, representing the rate of rotation of each wheel
- calculate the average value
- check whether any individual value is more than 10% greater than the average or more than 10% less than the average
- return `TRUE` if any individual value is more than 10% greater than the average or more than 10% less than the average and `FALSE` otherwise
- output a suitable warning message.

(a) Write **program code** for the function `CheckSkid()`.

Visual Basic and Pascal: You should include the declaration statements for variables.
Python: You should show a comment statement for each variable used with its data type.

Programming language .....

Program code

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(b) Give **two** sets of test data that could be used to test the function.

Test 1 – No skid detected

Value1	Value2	Value3	Value4

Test 2 – Skid detected

Value1	Value2	Value3	Value4

[2]

4 **(a)** The following structured English describes an algorithm used to count the number of odd and even digits in an input sequence.

1. Initialise variables `OddCount` and `EvenCount` to zero.
2. Prompt and input an integer.
3. If the integer is not in the range 0 to 9 then go to step 7.
4. If the integer is an even number then add 1 to `EvenCount`.
5. Otherwise add 1 to `OddCount`.
6. Repeat from step 2.
7. Output `"Same"` if there are the same number of odd and even integers.
8. Output `"Odd"` if there are more odd than even integers.
9. Output `"Even"` if there are more even than odd integers.

Draw a flowchart on the following page to represent the algorithm.

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[7]

(b) The following pseudocode is an attempt to check whether two equal-length strings consist of identical characters.

Refer to the **Appendix** on pages 18–19 for the list of built-in functions and operators.

```
FUNCTION Compare(String1, String2 : STRING) RETURNS BOOLEAN
   DECLARE x, y, Len1, Len2 : INTEGER
   DECLARE RetFlag : BOOLEAN
   DECLARE NextChar : CHAR
   DECLARE New : STRING

   Len1 ← LENGTH(String1)
   RetFlag ← TRUE

   FOR x ← 1 TO Len1                          // for each char in String1
      Len2 ← LENGTH(String2)
      NextChar ← MID(String1, x, 1)           // get NextChar from String1
      New ← ""
      FOR y ← 1 TO Len2                       // for each char in String2
         IF NextChar <> MID(String2, y, 1)    // no match
            THEN
               New ← New & MID(String2, y, 1) // save this char from String2
         ENDIF
      ENDFOR
      String2 ← New                           // replace String2 with New
   ENDFOR

   IF LENGTH(String2) <> 0                    // anything left in String2 ?
      THEN
         RetFlag ← FALSE
   ENDIF

   RETURN RetFlag

ENDFUNCTION
```

(i) Complete the trace table below by performing a dry run of the function when it is called as follows:

```
Result ← Compare("SUB", "BUS")
```

The first row has been completed for you.

String1	String2	Len1	RetFlag	x	Len2	NextChar	New	y
"SUB"	"BUS"	3	TRUE	1				

[5]

(ii) State the value returned.

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(iii) There is an error in the algorithm, which means that under certain circumstances, the function will return an incorrect value.

Describe the problem. Give **two** test strings that would demonstrate it.

Problem .....

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Test String1 .....

Test String2 .....

[2]

(iv) Describe the modification that needs to be made to the algorithm to correct the error.

Do **not** use pseudocode or program code in your answer.

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..... [1]

(v) State the name given to the type of testing that makes use of a trace table.

..... [1]

(vi) State **two** features found in a typical Integrated Development Environment (IDE) that may be used for debugging a program.

1 .....

2 .....

[2]

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Question 5 begins on the next page.

5 A hashtag is used on a social media network. A hashtag is a string consisting of a hash character '#' followed by one or more alphanumeric characters.

A program is being developed to monitor the use of hashtags.

The program will include two global arrays each containing 10 000 elements:

- A 1D array, `TagString`, of type `STRING` stores each hashtag in a single element. All unused array elements contain an empty string (`""`).
- A 1D array, `TagCount`, of type `INTEGER` stores a count of the number of times each hashtag is used. The count value at a given index relates to the element stored at the corresponding index in the `TagString` array.

The contents of the two arrays will be stored in a text file `Backup.txt`. The format of each line of the file is:

```
<Hashtag><','><Count>
```

For example:

```
"#ComputerScienceClass,978"
```

A developer has started to define the modules as follows:

Module	Description
`InitArrays()`	• Initialise the arrays
`SaveArrays()`	• The contents of the two arrays are stored in the text file `Backup.txt` Existing file contents will be overwritten • Each hashtag and count are stored in one line of the file, as in the example above • Unused `TagString` elements are not added to the file • Returns the total number of unused `TagString` elements
`LoadArrays()`	• Values from the text file `Backup.txt` are stored in the two arrays • The number of elements stored is returned

(a) Write **pseudocode** for the module `InitArrays()`.

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(b) Write **pseudocode** for the module `SaveArrays()`.

[8]

(c) Write **program code** for the module `LoadArrays()`.

The module description is repeated here for reference.

Module	Description
`LoadArrays()`	• Values from the text file `Backup.txt` are stored in the two arrays • The number of elements stored is returned

You should assume:

- each line of the file contains a string of the correct format and no validation checks are required
- there are no more than 10 000 lines in the file.

Visual Basic and Pascal: You should include the declaration statements for variables.
Python: You should show a comment statement for each variable used with its data type.

Programming language .....

Program code

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Appendix

Built-in functions (pseudocode)

Each function returns an error if the function call is not properly formed.

`LENGTH(ThisString : STRING) RETURNS INTEGER`
returns the integer value representing the length of string `ThisString`

Example: `LENGTH("Happy Days")` returns `10`

`LEFT(ThisString : STRING, x : INTEGER) RETURNS STRING`
returns leftmost `x` characters from `ThisString`

Example: `LEFT("ABCDEFGH", 3)` returns string `"ABC"`

`RIGHT(ThisString: STRING, x : INTEGER) RETURNS STRING`
returns rightmost `x` characters from `ThisString`

Example: `RIGHT("ABCDEFGH", 3)` returns string `"FGH"`

`MOD(ThisNum : INTEGER, ThisDiv : INTEGER) RETURNS INTEGER`
returns the integer value representing the remainder when `ThisNum` is divided by `ThisDiv`

Example: `MOD(10,3)` returns `1`

`MID(ThisString : STRING, x : INTEGER, y : INTEGER) RETURNS STRING`
returns a string of length `y` starting at position `x` from `ThisString`

Example: `MID("ABCDEFGH", 2, 3)` returns string `"BCD"`

`DIV(ThisNum : INTEGER, ThisDiv : INTEGER) RETURNS INTEGER`
returns the integer value representing the whole number part of the result when `ThisNum` is divided by `ThisDiv`

Example: `DIV(10,3)` returns `3`

`NUM_TO_STRING(x : REAL) RETURNS STRING`
returns a string representation of a numeric value.
Note: This function will also work if `x` is of type `INTEGER`

Example: `NUM_TO_STRING(87.5)` returns `"87.5"`

`STRING_TO_NUM(x : STRING) RETURNS REAL`
returns a numeric representation of a string.
Note: This function will also work if `x` is of type `CHAR`

Example: `STRING_TO_NUM("23.45")` returns `23.45`

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Operators (pseudocode)

Operator	Description
`&`	Concatenates (joins) two strings Example: `"Summer" & " " & "Pudding"` produces `"Summer Pudding"`
`AND`	Performs a logical `AND` on two Boolean values Example: `TRUE AND FALSE` produces `FALSE`
`OR`	Performs a logical `OR` on two Boolean values Example: `TRUE OR FALSE` produces `TRUE`

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