Cambridge Assessment International Education

Cambridge O Level

CANDIDATE NAME

CENTRE NUMBER | | | | | |

CANDIDATE NUMBER | | | | |

9201582890

COMPUTER SCIENCE **2210/22**

Paper 2 Problem-solving and Programming **May/June 2020**

1 hour 45 minutes

You must answer on the question paper.

No additional materials are needed.

INSTRUCTIONS

- Answer **all** questions.
- **Do not attempt Tasks 1, 2 and 3** in the copy of the pre-release material on page 2; these are for information only.
- Use a black or dark blue pen. You may use an HB pencil for any diagrams or graphs.
- 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.
- Calculators must **not** be used in this paper.

INFORMATION

- The total mark for this paper is 50.
- 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 **16** pages. Blank pages are indicated.

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Section A

You are advised to spend no longer than 40 minutes answering this section.

Here is a copy of the pre-release material.

DO NOT attempt Tasks 1, 2 and 3 now.

Use the pre-release material and your experience from attempting the tasks before the examination to answer Question 1.

Pre-release material

A car park payment system allows customers to select the number of hours to leave their car in the car park. The customer will get a discount if they enter their frequent parking number correctly. The system calculates and displays the amount the customer must pay. The price of parking, the number of hours the customer can enter, and any discount depend upon the day of the week and the arrival time. The number of hours entered is a whole number. The price per hour is calculated using the price in force at the arrival time. No parking is allowed between Midnight and 08:00.

Day of the week	Arrival time			
	From 08:00 to 15:59		From 16:00 to Midnight	
	Max stay in hours	Price per hour	Hours	Price
Sunday	8	2.00	Up to Midnight	2.00
Monday	2	10.00	Up to Midnight	2.00
Tuesday	2	10.00	Up to Midnight	2.00
Wednesday	2	10.00	Up to Midnight	2.00
Thursday	2	10.00	Up to Midnight	2.00
Friday	2	10.00	Up to Midnight	2.00
Saturday	4	3.00	Up to Midnight	2.00

A frequent parking number can be entered for discounted parking. This number consists of 4 digits and a check digit that is calculated using a modulo 11 check digit calculation. A discount of 50% is available for arrival times from 16:00 to Midnight; the discount is 10% at all other arrival times.

Write and test a program or programs to simulate the car park payment system.

- Your program or programs must include appropriate prompts for the entry of data; data must be validated on entry.
- Error messages and other output need to be set out clearly and understandably.
- All variables, constants and other identifiers must have meaningful names.

You will need to complete these **three** tasks. Each task must be fully tested.

Task 1 – Calculating the price to park.

A customer inputs the day, the hour of arrival excluding minutes (for example 15:45 would be 15), the number of hours to leave their car, and a frequent parking number if available. If the frequent parking number has an incorrect check digit, then no discount can be applied. The price to park, based on the day, the hour of arrival, the number of hours of parking required and any discount available, is calculated and displayed.

Task 2 – Keeping a total of the payments.

Extend **Task 1** to keep a daily total of payments made for parking. The daily total is zeroed at the start of the day. For the simulation, each customer inputs the amount paid, this must be greater than or equal to the amount displayed. There is no change given so the amount input may exceed the amount displayed. Each customer payment is added to the daily total, and this total is displayed at the end of the day.

Task 3 – Making payments fairer.

Customers have complained that sometimes they are being charged too much if they arrive before 16:00 and depart after 16:00. Extend **Task 1** to calculate the price before 16:00, then add the evening charge. For example, a customer arriving at 14:45 on a Sunday and parking for five hours was previously charged 10.00 and would now be charged 6.00

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1 All variables, constants and other identifiers must have meaningful names.

(a) Identify **two** variables that you could have used for **Task 1**. Give the data type and state the use of each variable.

Variable 1 .....

Data type .....

Use .....

.....

Variable 2 .....

Data type .....

Use .....

.....

[4]

(b) Data input by a customer for **Task 1** includes the day and the hour of arrival.

Identify **one** suitable validation check for each input and justify your choice. Your validation checks must be different.

Day of arrival – validation check .....

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Justification .....

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Hour of arrival – validation check .....

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Justification .....

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[4]

(c) Explain how your program for **Task 1** ensured that the frequent parking number entered by the customer had a valid check digit.

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..... [4]

(d) Write an algorithm for part of **Task 2** that simulates customer payment and calculating total payments using **either** pseudocode, programming statements **or** a flowchart. Assume that **Task 1** has been completed.

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[4]

(e) Explain how your program completed **Task 3**. Assume that **Task 2** has been completed. Any programming statements used in your answer must be fully explained.

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..... [4]

Section B

2 Most programming languages include basic data types. Ahmad is describing the basic data types he has used.

State the data type that Ahmad is describing in each sentence.

Choose the data type from this list of programming terms.

Array **Boolean** **Char** **Constant** **Function** **Integer**

Iteration **Procedure** **Real** **String** **Variable**

A number with a fractional part that can be positive or negative and used in calculations

Data type .....

A whole number that can be positive, negative or zero and used in calculations

Data type .....

A single number, symbol or letter

Data type .....

A sequence of characters

Data type .....

A data type with two values, True or False

Data type .....

[5]

3 **(a)** An algorithm has been written in pseudocode to input the names and marks of 35 students. The algorithm stores the names and marks in two arrays `Name[]` and `Mark[]`. The highest mark awarded is found and the number of students with that mark is counted. Both of these values are output.

```
01  HighestMark ← 100
02  HighestMarkStudents ← 0
03  FOR Count ← 1 TO 35
04      OUTPUT "Please enter student name"
05      INPUT Name[Count]
06      OUTPUT "Please enter student mark"
07      INPUT Mark[Counter]
08      IF Mark[Count] = HighestMark
09        THEN
10          HighestMarkStudents ← HighestMarkStudents - 1
11      ENDIF
12      IF Mark[Count] > HighestMark
13        THEN
14          Mark[Count] ← HighestMark
15          HighestMarkStudents ← 1
16      ENDIF
17  NEXT Count
18  OUTPUT "There are ", HighestMarkStudents," with the highest mark of ",
      HighestMark
```

Give line numbers where the **four** errors are to be found in the pseudocode. Suggest a correction for each error.

Error 1 line number .....

Correction .....

.....

Error 2 line number .....

Correction .....

.....

Error 3 line number .....

Correction .....

.....

Error 4 line number .....

Correction .....

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[4]

(b) Explain how you could extend the algorithm to also find the lowest mark awarded, count the number of students with that mark, and output both these values.

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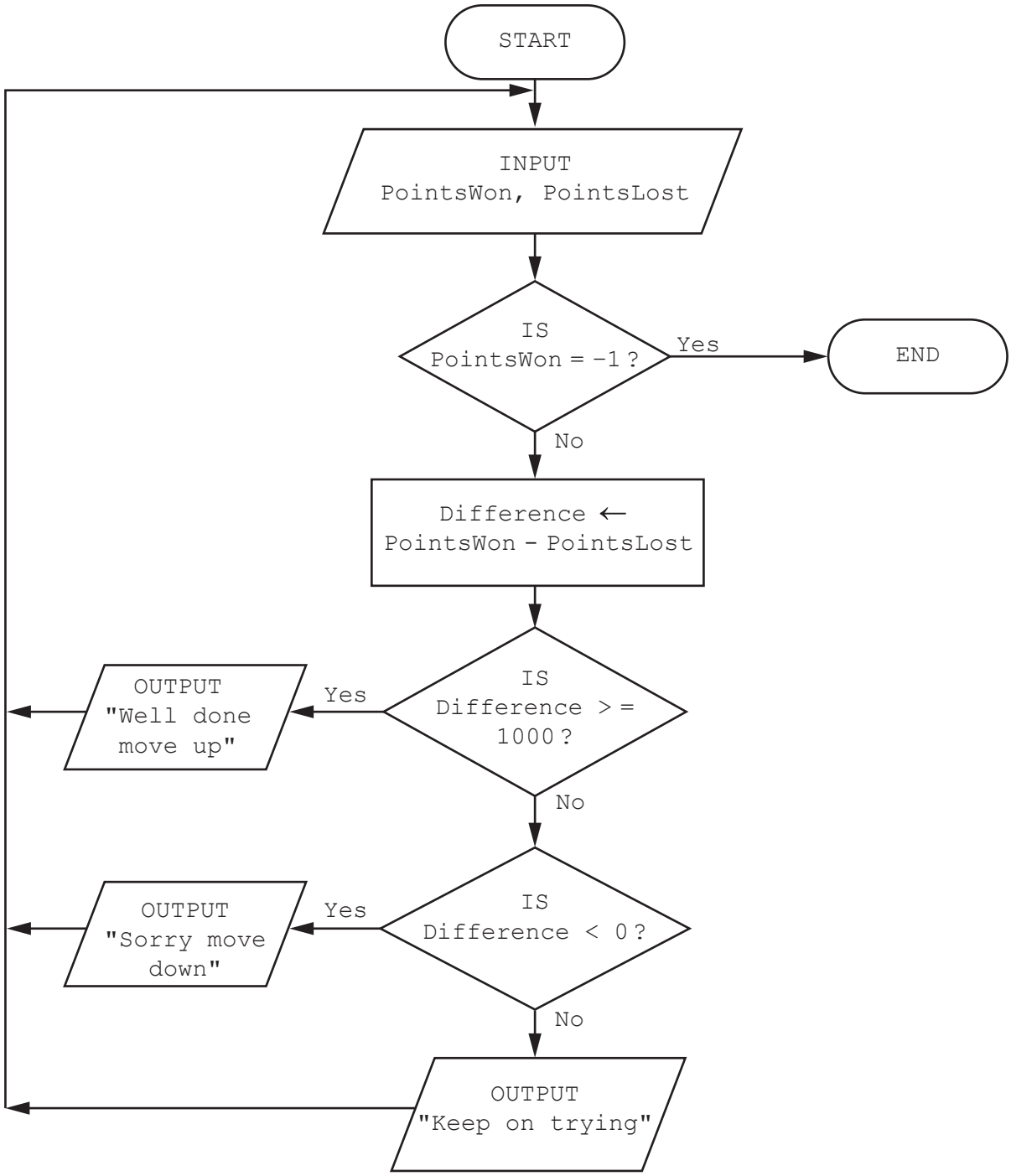
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..... [6]

4 This flowchart inputs the points won and the points lost when playing a game. The difference between the points won and lost is calculated and depending on the result the player can: move up to the next level, stay at the same level, or move down to the previous level. The flowchart finishes when the input for points won is –1.



(a) Complete a trace table for this set of input data:
5000, 4474, 6055, 2000, 7900, 9800, 3000, 2150, –1, 6700, 7615

PointsWon	PointsLost	Difference	OUTPUT

[3]

(b) The flowchart needs to be changed. When the difference is more than 5000 the output message is 'Fantastic leap up two levels'.

Describe the changes that will need to be made to the flowchart.

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..... [3]

5 Arrays are data structures used in programming. Explain what is meant by the terms dimension and index in an array. Use examples of arrays in your explanations.

Dimension .....

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Index .....

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[3]

6 A database table, JUICE, is used to keep a record of cartons of fresh fruit juice available for sale.

Juice code	Fruit 1	Fruit 2	Size	Volume (ml)	Stock level
LMO10	Mango	Orange	Large	1000	18
MOO05	Orange	Orange	Medium	500	8
SAM02	Apple	Mango	Small	200	25
SAA02	Apple	Apple	Small	200	50
SPP02	Pineapple	Pineapple	Small	200	10
MMM05	Mango	Mango	Medium	500	12
LMM10	Mango	Mango	Large	1000	5
MGG05	Guava	Guava	Medium	500	5
SMO02	Mango	Orange	Small	200	7
MOP05	Orange	Pineapple	Medium	500	12
LAA10	Apple	Apple	Large	1000	32
SGO02	Guava	Orange	Small	200	10
LPP10	Pineapple	Pineapple	Large	1000	3
LOO10	Orange	Orange	Large	1000	25
SOO02	Orange	Orange	Small	200	40

(a) Identify a suitable field to use as the primary key. State a reason for your choice.

Field .....

Reason .....

.....

[2]

(b) Complete the query-by-example grid to display only the stock level and size of all cartons containing only apple juice.

Field:				
Table:				
Sort:				
Show:	☐	☐	☐	☐
Criteria:				
or:				

[4]

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