Mark Scheme (Results)

## Summer 2018

GCSE Computer Science (1CP1/02) Paper 2: Application of Computational Thinking

| Question Number | Answer | Additional Guidance | Mark |
| :---: | :---: | :---: | :---: |
| 1(a) | Any two from <br> - Date of birth (1) <br> - Employee number (1) <br> - Permitted areas (1) <br> - Department (1) <br> - Salary (1) <br> - Address (1) <br> - Job role (1) <br> - Badge number (1) <br> - National Insurance number (1) <br> - Location/depot (1) <br> - Uniform information (1) | - Accept meaningful variable names tied to the scenario, e.g. EmployeeID, DOB, etc. <br> - Do not accept age <br> - Start date is in the question <br> - Accept other examples appropriate to the scenario | 2 |
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| 1(b) | - Calculation showing length of employment in years (1) <br> - Subtracting 2 for the first two years (1) <br> - Multiplying by 0.5 days per year (1) <br> - Adding in the 10 days basic holiday entitlement (1) <br> Example: <br> - 10 + (((currentYear - startYear) - 2) x 0.5) | - Units not required <br> - Brackets not required if order of precedence rules are followed (BIDMAS) | 4 |


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| 1(c) | One mark for each cell. |  |  | - Award as long as meaning is discerni ble | 3 |
|  | Input(s) | Process | Output(s) |  |  |
|  | Location of card reader <br> Numeric code from magnetic strip | Find out if this employee can go through this door | True, if entry permitted <br> False, if entry not permitted |  |  |
|  | Cost of canteen meal <br> Numeric code from magnetic strip | Pay for canteen meal / subtract price of meal from balance / check if enough money in account | New balance, if paid <br> Error, if not enough in account |  |  |
|  | Top-up amount <br> Numeric code from magnetic strip | Add amount of top-up to make new balance | New balance |  |  |
|  | Numeric code from magnetic strip / account number | Check account balance | New balance |  |  |
|  |  |  |  |  |  |


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| $\mathbf{2 ( a )}$ | In this exact order: <br> $\bullet$ South depot / South (1) <br> $\bullet$ North depot / North (1) <br> $\bullet$ Unknown code / Unknown (1) | lgnore spelling <br> lgnore extraneous text after <br> a correct response |  |
|  |  |  |  |


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| 2 (b) | One mark for each that fails the test <br> Type check (1) <br> Length check (1) <br> Presence check (1) <br> Lookup check (1) | ck and one for a linked example of test data <br> Data (1) <br> Data (1) <br> Code is blank (1) <br> Explanation of data not in pre-existing lists (1) | - Data must follow test <br> - Quotes not required <br> - Data must fail the indicated test and not several tests <br> - Do not interpret blank cell as an answer to presence check |  |


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| :---: | :---: | :---: | :---: | :---: |
| 3 (a)(i) | Programming construct | Line number(s) | - Accept words instead of numbers | 4 |
|  | A condition controlled loop | One from: <br> - 8 (1) <br> - 8-18 <br> (1) |  |  |
|  | A comment | One from: <br> - 2 (1) <br> - 7 (1) <br> - 20 (1) |  |  |
|  | A selection construct | One from: <br> - 12-17 (1) <br> - 12,15,17 (1) |  |  |
|  | A subprogram call | One from: <br> - 9 (1) <br> - 10 (1) <br> - 14 (1) <br> - 16 (1) <br> - 21 (1) <br> - 24 (1) |  |  |
|  |  |  |  |  |


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| $\mathbf{3}$ (a)(ii) | Boolean (1) | Ignore spelling and <br> extraneous text after a <br> correct response |  |


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| $\mathbf{3}$ (a)(iii) | One from: <br> $\bullet$ Real (1) <br>  <br>  <br>  <br>  <br>  Float (1) | Ignore spelling and <br> extraneous text after a <br> correct response |  |


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| 3 (b) | One mark for each correct cell. |  |  |  |  |  | - If the calculation is wrong on line 22 (percentage), award a follow through to line 23 (neededStaff $=300$ * percentage) <br> - Award equivalent expressions |  |
|  | currentCount | i | LENGTH(weekNu mber) | percentage | staffRates[i] | neededStaff |  |  |
|  | 300 | 2 | 6 | 1.15 | 115 | 345 |  |  |
|  |  |  |  |  |  |  |  | 6 |


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| 3 (c) | $199(1)$ |  | 1 |


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| :--- | :--- | :--- | :---: |
| 4(a) | Logic / logical (1) | Ignore spelling and <br> extraneous text following a <br> correct response |  |
| Logical / arithmetic (1) as logical is first <br> Arithmetic / logical (0). |  | 1 |  |


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| :---: | :---: | :---: | :---: | :---: | :---: |
| 4(b) | One mark for each cell. Marks can be awarded independently. |  |  | - Accept prose description of error for Error column <br> - Ignore any copying errors <br> - Accept any discernible notation for correction | 4 |
|  |  | Error | Correction |  |  |
|  | $\begin{aligned} & \text { Line } \\ & 11 \end{aligned}$ | The loop never executes (1) because found is initialised to False / because of found $=$ True | ```WHILE (found = False) AND ... Accept 'found = False'``` |  |  |
|  | $\begin{array}{\|l} \text { Line } \\ 18 \end{array}$ | It prints the wrong item type (1) / It prints the item type one place to the right (1) of the correct one $/[i+1]$ | SEND typeltem[i]) TO DISPLAY |  |  |
|  |  |  |  |  |  |


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| :--- | :--- | :--- | :--- |
| 5(a) | Line 2: inWidth, inHeight, inLength (1) - 3 meaningful variable names, <br> order must match line 19 <br> Line 6: inWidth * inHeight * inLength (1) - must match names from line 2, but <br> order of calculation doesn't matter <br> Line 8: volume (1) - only possible response <br> Line 19: itemWidth, itemHeight, itemLength (1) - only possible names <br> because they are used in the main program, any order <br> See next page for an example. | - Ignore spelling mistakes <br> and syntax as long as <br> logic is discernible |  |

```
FUNCTION calcVolume (inWidth, inHeight, inLength)
BEGIN FUNCTION
    volume =inWidth * inHeight * inLength
    RETURN
        (volume)
    END FUNCTION
SEND "Enter width" TO DISPLAY
RECEIVE itemWidth FROM (INTEGER) KEYBOARD
SEND "Enter height" TO DISPLAY
RECEIVE itemHeight FROM (INTEGER) KEYBOARD
SEND "Enter length" TO DISPLAY
RECEIVE itemLength FROM (INTEGER) KEYBOARD
SET itemVolume TO calcVolume (itemWidth, itemHeight, itemLength)
SEND "Volume is " & itemVolume TO DISPLAY
```

| Question <br> Number | Answer | Additional Guidance | Mark |
| :--- | :--- | :--- | :---: |
| 5(b) | Any one of: <br> $\bullet$ A function returns a value (1) <br> $\bullet$ Without returning a value, it is not a function (1) <br> $\bullet$ A procedure does not return a value (1) |  |  |
|  |  |  | 1 |


| Question <br> Number | Answer | Additional Guidance | Mark |
| :--- | :--- | :--- | :---: |
| 5(c) | volume | Ignore spelling and <br> extraneous text after a <br> correct response | 1 |


| Question <br> Number | Answer | Additional Guidance | Mark |
| :--- | :--- | :--- | :--- |
| 5(d) | Any two from: <br> - Reduced coding time / code is quicker to write / code <br> can be reused (1) <br> - Reduced debugging time / library code is bug-free / <br> reduced testing time (1) | Library may have more complex functionality (1) than <br> the programmer has understanding or capability |  |


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| :--- | :--- | :--- | :---: |
| 6(a)(i) | Random order (1) means that all items will have to be looked (1) at to find all <br> occurrences <br> Because the data is not sorted (1), the algorithm has to look at every item (1) in the <br> list to find all occurrences. |  |  |


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| 6(a)(ii) | The loop (1) means that all records will have to be looked at even if there are <br> no numbers $>300$ in the list (1) |  |  |


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| :---: | :---: | :---: | :---: |
| 6(a)(iii) | Any one from: <br> - Sort the list (1) <br> - Direction of search (ascending, descending [implied or explicit]) matches order of sort (1) E.g. <br> - Ascending sort order requires the search to start from the end of the set <br> - Descending sort order requires the search to start from the beginning of the set. <br> - Test for stopping for found item <300 (1) |  |  |
|  |  |  | 3 |



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| 7 (a) | A completed flow chart that includes: <br> - Decision diamonds (1) <br> - Directly follow one after the other from lowest to highest Label for flow between them must be ' No ' Flow is unbroken by other instructions as this changes from if/elseif/else to sequence <br> - Coloured paths Green path directly follows <=100 decision with label 'Yes' (1) Yellow path directly follows <=750 decision with label 'Yes' (1) Red path directly follows <=750 decision with label 'No' (1) <br> - Flow Three distinct branches which join back into the flow of the loop construct (i.e. do not join back to each other, decision symbols, end, or additional symbols which have not been provided) (1) <br> - Increment <br> - Single box positioned before any branches / positioned as the last process after all branches (1) | - Different ordering and layout may be used <br> - Each symbol is to be used only once (in question) and no other symbols should be used <br> - Do not penalise lack of arrows on lines <br> - Do not penalise inaccurate drawing of symbols <br> - There should be no looping or flow which degrades what is an if/elseif/else construct to multiple if constructs <br> - A process box can have more than one input (e.g. count=count +1 ), but not a decision box |  |



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| 7(b)(i) | • To uniquely identify an entity / a record in a table (1) |  |  |


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| :--- | :--- | :--- | :---: |
| 7(b)(ii) | • MachineNumber (1) | Ignore spelling and <br> extraneous text after a <br> correct response | 1 |


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| 7(b)(iii) | Line to connect the correct fields. (1) Correct labelling of the degree of the relationship. (1) |  | - Other notation for relationships |  |
|  | Machines 1 | tbl Production | 1:Many |  |
|  | MachineNumber | ProductionID | $1:^{\infty}$ |  |
|  | PurchaseDate | MachineNumber | Crows feet: |  |
|  | ServiceDate | EntryDate |  |  |
|  | MachineName $M$ | ShiftNumber | $\leqslant$ |  |
|  |  | OperatorNumber | - Keys must be |  |
|  |  | CountSorted | clearly connected, not just the tables |  |
|  |  |  |  | 2 |


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| 7(b)(iv) |  | There are a maximum of 3 marks for functionality. <br> There are a maximum of 3 marks for accuracy of notation. <br> The input/output symbol can be replaced by the process symbol. <br> There are many different solutions, but the flowchart must attempt to solve the problem <br> Indicative content Initialisation of running total; Incrementing running total; Checking if this record is of interest; Handling end of data structure; Printing total as output. |  |


| Aspect of Solution | Marks |  |  |  |
| :--- | :--- | :--- | :--- | :--- |
|  | $\mathbf{0}$ | $\mathbf{1}$ | $\mathbf{2}$ | $\mathbf{3}$ |
| Functionality | No rewardable <br> content | There are significant <br> errors in logic, leading <br> to an overall solution <br> that is non-functional. | There are minor <br> errors in logic, leading <br> to an overall solution <br> that is not completely <br> functional. | There are no errors in <br> logic, leading to an <br> overall solution that <br> is fully functional. |
| Accuracy of notation | No rewardable <br> content | Notation follows a <br> broadly <br> unrecognisable <br> convention that is <br> applied inconsistently, <br> although aspects of it <br> are discernible. | Notation follows a <br> recognisable <br> convention, which is <br> broadly discernible <br> but is applied <br> inconsistently. | Notation follows a <br> recognisable <br> convention and is <br> applied consistently <br> throughout. |



## Question 8 - Pseudocode Example:

```
2 ~ S E T ~ c o u n t ~ T O ~ 0 ~ 0
SET maxWeight TO 0
SET minWeight = 9999
Initialisation of variables
minWeight should be high so that it
will be set with the first value entered.
SEND "Enter the weight for the item, 0 to quit: " TO DISPLAY
RECEIVE weight (STRING) FROM KEYBOARD
WHILE (NOT (weight = 0)):
    IF (weight < 0) THEN
    SEND "Error. No negatives allowed" TO DISPLAY Validation for negative numbers
    ELSE
        SET count TO count + 1
        IF (weight > maxWeight) THEN
                SET maxWeight TO weight
            IF (weight < minWeight) THEN
                SET minWeight TO weight
            ENDIF
```

First pass through the loop means that minWeight and maxWeight will be the same number. If more than one number is entered, then an if/else would also work, but not in all cases.

```
    ENDIF
    SEND "Enter the weight for the item, 0 to quit: " TO DISPLAY
    RECEIVE weight (STRING) FROM KEYBOARD
END WHILE
SEND "Count = " & count TO DISPLAY
SEND "Heaviest = " & maxLetterWeight TO DISPLAY
SEND "Lightest = " & minWeight TO DISPLAY
```

