Pearson Edexcel Level 1/Level 2 GCSE (9–1)

Time 2 hours

Paper reference **1CP2/02**

Computer Science

PAPER 2: Application of Computational Thinking

You must have:

- a computer workstation with appropriate programming language code editing software and tools, including an IDE that you are familiar with that shows line numbers
- a 'STUDENT CODING' folder containing code and data files
- printed and electronic copies of the Program Language Subset (PLS) document.

Instructions

- Answer **all** questions on your computer.
- Save the new or amended code using the file name provided and place it in the 'COMPLETED CODING' folder.
- You must **not** use the internet at any time during the examination.

Information

- The 'STUDENT CODING' folder in your user area includes all the code and data files you need.
- The total mark for this paper is 75.
- The marks for **each** question are shown in brackets.

Advice

- Read each question carefully before you start to answer it.
- Save your work regularly.
- Check your answers and work if you have time at the end.

Turn over ▶

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Q:1/1/1/1/

P 7 1 1 0 3 A 0 1 0 8

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Answer ALL questions.

Suggested time: 15 minutes

1 A program is required to convert numbers entered by the user to their alphabetic equivalent. Only numbers from 5 to 30 are valid.

Adding 60 to the number and then applying the function chr() generates the equivalent ASCII code for an uppercase letter.

The table shows accurate test data for a functional program.

Input	Output
4	Invalid input
5	5 is equal to A
22	22 is equal to R
30	30 is equal to Z
31	Invalid input

Open file **Q01.py**

Amend the code to:

- create an integer variable named `num` and set it to 0
- take the input from the user and convert it to an integer
- check that the inputted number is between 5 and 30
- add 60 to the variable `num` and assign the result to the variable `decimalCode`
- join strings together with concatenation
- display an error message.

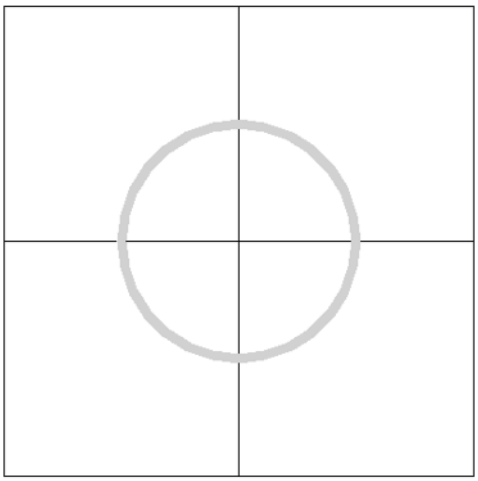
Do **not** add any additional functionality.

Save your amended code file as **Q01FINISHED.py**

(Total for Question 1 = 10 marks)

Suggested time: 15 minutes

2 A program uses turtle graphics to draw a simple image. This is the image that must be produced.



Both the circle and the outside square are centred on the horizontal and vertical grid lines. The outside square is 400 × 400. The circle is 200 across. The circle outline is coloured gold. All other lines are black.

The program has errors and does not work correctly.

Open file **Q02.py**

Amend the code to:

- add a comment to identify the data type of the argument to the turtle.mode () subprogram call on original line 19
  ```
  turtle.mode ("standard")
  ```
- fix the NameError on original line 23
  ```
  screen.setup (WIDTH, HIGHT)
  ```
- fix the AttributeError on original line 28
  ```
  theTurtle = turtle.turtle ()
  ```
- fix the TypeError on original line 36
  ```
  theTurtle.pendown (200)
  ```
- fix the logic error that causes the vertical axis to be too far right on original line 42
  ```
  theTurtle.setpos (100, 200)
  ```
- fix the logic error that causes the vertical axis to be drawn too short on original line 48
  ```
  theTurtle.forward (100)
  ```
- fix the logic error that causes the outside square to tilt left of the vertical axis on original line 56
  ```
  theTurtle.setheading (95)
  ```
- add a line to set the size of the pen to the constant BIG on original line 68
- add a line to set the colour of the pen to gold on original line 71
- add a line to hide the turtle on original line 78.

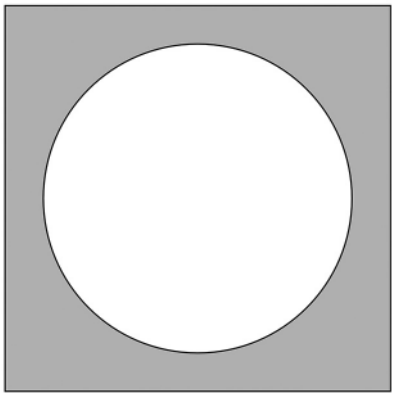
Do **not** change the functionality of the given lines of code.

Do **not** add any additional functionality.

Save your amended code file as **Q02FINISHED.py**

(Total for Question 2 = 10 marks)

Suggested time: 20 minutes



3 A circle is cut out of a square of card. A program is needed to calculate the area of the excess card. The image shows the excess card in light grey.

The required formulae are:

$$\textit{area of a square} = s^2$$

$$\textit{diameter of a circle} = 2r$$

$$\textit{area of a circle} = \pi r^2$$

- s is the length of a single side of the square
- r is the radius of the circle, the distance from the centre to the edge
- π is the constant Pi.

The table shows accurate test results for two sets of inputs.

Input		Output
Length of side	**Radius of circle**	
12	8	Invalid input
10	4	49.73451754256331

The program has these requirements:

- the length of the square's side is an integer
- the radius of the circle is an integer
- the user inputs both the length of a side and the radius (no validation required)
- the diameter of the circle must be the same size or smaller than the side of the square
- the variables supplied in the code file must be used.

Open file **Q03.py**

Amend the code to meet the requirements.

Do **not** change the functionality of the given lines of code.

Do **not** add any additional functionality.

Save your amended code file as **Q03FINISHED.py**

(Total for Question 3 = 10 marks)

Suggested time: 20 minutes

4 A program converts a binary pattern to a positive denary integer. The user enters the binary pattern. The program loops continually until the user inputs an empty pattern to stop the program.

A multiplier doubles for each position from right to left, to generate the place values for the binary pattern, i.e. 128, 64, 32, 16, 8, 4, 2, 1. When a 1 appears in the pattern, the place value is added to the running total. When a 0 appears in the pattern, nothing is added to the running total.

The table shows accurate test results for three inputs.

Input	Output
1100	12
10101010	170
<empty>	Exits program

The lines of code in the program are mixed up. The indentation has been done for you.

Open file **Q04.py**

Amend the code to make the program work and produce the correct output. You will need to rearrange the lines.

Do **not** change the functionality of the given lines of code.

Do **not** add any additional functionality.

Save your amended code as **Q04FINISHED.py**

(Total for Question 4 = 15 marks)

Suggested time: 20 minutes

5 A program uses a one-dimensional data structure to record the number of kilograms of coffee used each day by the local cafe. The data needs to be saved to a file. Each line of the file represents one week's worth of coffee consumption.

Open file **Q05.py**

Write a program to meet these requirements:

- create a comma-separated value text file named **Q05_OUTPUT.TXT**
- write lines to the file, each holding seven weights
- process all the weights in the data structure.

Here is the expected output file.

```
3.79,4.16,1.52,3.66,2.58,4.98,4.37
2.95,2.58,4.37,4.59,2.61,6.13,4.49
1.66,2.65,4.64,4.72,3.59,4.56,4.23
2.15,4.03,2.47,4.61,4.55,6.31,5.81
2.63,3.61,3.49,4.49,3.02,3.86,6.26
3.11,1.79,2.62,2.23,2.34,5.66,4.58
3.52,1.53,2.07,3.89,3.48,5.52,6.38
3.77,1.74,1.78,3.87,3.45,3.79,3.36
1.87,2.12,2.09,2.84,2.29,4.46,3.63
```

Do **not** add any additional functionality.

Use comments, white space, indentation and layout to make the program easier to read and understand.

Save your amended code as **Q05FINISHED.py**

(Total for Question 5 = 15 marks)

Suggested time: 30 minutes

6 In a board game, users build words from letter tiles. Each letter tile has a points value. There are 107 valid two-letter words.

A program is required to check that each two-letter word placed on the board is valid.

Each valid two-letter word with its points value is stored as a record in the two-dimensional list, `wordTable`. The records are stored in alphabetical order.

Open file **Q06.py**

Write a program to meet these requirements:

Inputs

- prompt for and accept a two-letter word from the user, AA to ZZ, inclusive
  - accept uppercase and lowercase input
  - no other validation is required.

Process

- create a linear search to locate the word in `wordTable`
  - stop the search when:
    - the word is located
    - the expected location of the user's word is passed
    - the end of the list is reached after all words have been checked
  - ensure the search works for any length of `wordTable`

Outputs

- when the user's word is located, inform the user of the word and the number of points it scores
- when the expected location of the user's word is passed, suggest the next word and the number of points it scores
- when the end of the list is reached after all words have been checked, suggest the last word in the list and the number of points it scores.

Use comments, white space and layout to make the program easier to read and understand.

Do **not** add any additional functionality.

Save your amended code as **Q06FINISHED.py**

(Total for Question 6 = 15 marks)

TOTAL FOR PAPER = 75 MARKS

Pearson Edexcel Level 1/Level 2 GCSE (9–1)

Time 2 hours

Paper reference **1CP2/02**

Computer Science

PAPER 2: Application of Computational Thinking
Programming Language Subset
Version 2

PLS Booklet
Do not return this booklet with the question paper.

Turn over ▶

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Contents

Introduction

The Programming Language Subset (PLS) is a document that specifies which parts of Python 3 are required in order that the assessments can be undertaken with confidence. Students familiar with everything in this document will be able to access all parts of the Paper 2 assessment. This does not stop a teacher/student from going beyond the scope of the PLS into techniques and approaches that they may consider to be more efficient or engaging.

Pearson will **not** go beyond the scope of the PLS when setting assessment tasks. Any student successfully using more esoteric or complex constructs or approaches not included in this document will still be awarded marks in Paper 2 if the solution is valid.

The pair of <> symbols indicate where expressions or values need to be supplied. They are not part of the PLS.

Comments

Anything on a line after the character # is considered a comment.

Identifiers

Identifiers are any sequence of letters, digits and underscores, starting with a letter.

Both upper and lower case are supported.

Data types and conversion

Primitive data types

Variables may be explicitly assigned a data type during declaration.

Variables may be implicitly assigned a data type during initialisation.

Supported data types are:

Data type	PLS
integer	int
real	float
Boolean	bool
character	str

Conversion

Conversion is used to transform the data types of the contents of a variable using int(), str(), float(), bool() or list(). Conversion between any allowable types is permitted.

Constants

Constants are conventionally named in all uppercase characters.

Combining declaration and initialisation

The data type of a variable is implied when a variable is assigned a value.

Structured data types

A structured data type is a sequence of items, which themselves are typed. Sequences start with an index of zero.

Data type	Explanation	PLS
string	A sequence of characters	str
array	A sequence of items with the same (homogeneous) data type	list
record	A sequence of items, usually of mixed (heterogenous) data types	list

Dimensions

The number of dimensions supported by the PLS is two.

The PLS does not support ragged data structures. Therefore, in a list of records, each record will have the same number of fields.

Operators

Arithmetic operators

Arithmetic operator	Meaning
/	division
*	multiplication
**	exponentiation
+	addition
-	subtraction
//	integer division
%	modulus

Relational operators

Logical operator	Meaning
==	equal to
!=	not equal to
>	greater than
>=	greater than or equal to
<	less than
<=	less than or equal to

Logical/Boolean operators

Operator	Meaning
and	both sides of the test must be true to return true
or	either side of the test must be true to return true
not	inverts

Programming constructs

Assignment

Assignment is used to set or change the value of a variable.

`<variable identifier> = <value>`
`<variable identifier> = <expression>`

Sequence

Every instruction comes one after the other, from the top of the file to the bottom of the file.

Blocking

Blocking of code segments is indicated by indentation and subprogram calls. These determine the scope and extent of variables they declare.

Selection

`if <expression>:` `  <command>`	If <expression> is true, then command is executed.

`if <expression>:`
`  <command>`
`else:`
`  <command>`
	If <expression> is true, then first <command> is executed, otherwise second <command> is executed.

`if <expression>:`
`  <command>`
`elif <expression>:`
`  <command>`
`else:`
`  <command>`
	If <expression> is true, then first <command> is executed, otherwise the second <expression> test is checked. If true, then second <command> is executed, otherwise third <command> is executed.
	
	Supports multiple instances of 'elif'.
	
	The 'else' is optional with the 'elif'.

Repetition

`while <condition>:` `  <command>`	Pre-conditioned loop. This executes <command> while <condition> is true.

Iteration

`for <id> in <structure>:` `  <command>`	Executes <command> for each element of a data structure, in one dimension
`for <id> in range (<start>, <stop>):` `  <command>`	Count-controlled loop. Executes <command> a fixed number of times, based on the numbers generated by the range function

`for <id> in range (<start>, <stop>,`
`  <step>):`
`  <command>`
	Same as above, except that <step> influences the numbers generated by the range function

Subprograms

`def <procname> ():` `    <command>`	A procedure with no parameters
`def <procname> (<paramA>, <paramB>):` `    <command>`	A procedure with parameters

`def <funcname> ():`
`    <command>`
`    return (<value>)`
	A function with no parameters

`def <funcname> (<paramA>, <paramB>):`
`    <command>`
`    return (<value>)`
	A function with parameters

Inputs and outputs

Screen and keyboard

`print (<item>)`	Displays <item> on the screen
`input (<prompt>)`	Displays <prompt> on the screen and returns the line typed in

Files

The PLS supports manipulation of comma separated value text files.

File operations include open, close, read, write and append.

`<fileid> = open (<filename>, "r")`	Opens file for reading
`for <line> in <fileid>:`	Reads every line, one at a time
`<alist> = <fileid>.readlines ()`	Returns a list where each item is a line from the file
`<aline> = <fileid>.readline ()`	Returns a line from a file. Returns an empty string on the end of the file
`<fileid> = open (<filename>, "w")`	Opens a file for writing
`<fileid> = open (<filename>, "a")`	Opens a file for appending
`<fileid>.writelines (<structure>)`	Writes <structure> to a file. <structure> is a list of strings
`<fileid>.write (<aString>)`	Writes a single string to a file
`<fileid>.close ()`	Closes file

Supported subprograms

Built-in subprograms

The PLS supports these built-in subprograms.

Subprogram	Description
`chr (<integer>)`	Returns the string which matches the Unicode value of <integer>
`input (<prompt>)`	Displays the content of prompt to the screen and waits for the user to type in characters followed by a new line
`len (<object>)`	Returns the length of the <object>, such as a string, one-dimensional or two-dimensional data structure
`ord (<char>)`	Returns the integer equivalent to the Unicode string of the single character <char>
`print (<item>)`	Prints <item> to the display
`range (<start>, <stop>, <step>)`	Generates a list of numbers using <step>, beginning with <start> and up to, but not including, <stop>. A negative value for <step> goes backwards
`round (<x>, <n>)`	Rounds <x> to the number of <n> digits after the decimal (uses the 0.5 rule)

List subprograms

The PLS supports these list subprograms.

Subprogram	Description
`<list>.append (<item>)`	Adds <item> to the end of the list
`del <list>[<index>]`	Removes the item at <index> from list
`<list>.insert (<index>, <item>)`	Inserts <item> just before an existing one at <index>
`<aList> = list ()` `<aList> = []`	Two methods of creating a list structure. Both are empty

String subprograms

The PLS supports these string subprograms.

Subprogram	Description
`len (<string>)`	Returns the length of <string>
`<string>.find (<substring>)`	Returns the location of <substring> in the original <string>. Returns -1, if not found
`<string>.index (<substring>)`	Returns the location of <substring> in the original <string>. Raises an exception if not found
`<string>.isalpha ()`	Returns True, if all characters are alphabetic, A–Z
`<string>.isalnum ()`	Returns True, if all characters are alphabetic, A–Z and digits (0–9)
`<string>.isdigit ()`	Returns True, if all characters are digits (0–9), exponents are digits
`<string>.replace (<s1>, <s2>)`	Returns original string with all occurrences of <s1> replaced with <s2>
`<string>.split (<char>)`	Returns a list of all substrings in the original, using <char> as the separator
`<string>.strip (<char>)`	Returns original string with all occurrences of <char> removed from the front and back
`<string>.upper ()`	Returns the original string in uppercase
`<string>.lower ()`	Returns the original string in lowercase
`<string>.isupper ()`	Returns True, if all characters are uppercase
`<string>.islower ()`	Returns True, if all characters are lowercase
`<string>.format (<placeholders>)`	Formats values and puts them into the <placeholders>

Formatting strings

Output can be customised to suit the problem requirements and the user's needs by forming string output.

<string>.format () can be used with positional placeholders and format descriptors.

Here is an example:

```
layout = "{:>10} {:^5d} {:7.4f}"
print (layout.format ("Fred", 358, 3.14159))
```

```
      Fred  358  3.1416
```

Category	Description
Numbers	Decimal integer (d), Fixed point (f)
Alignment	Left (<), Right (>), Centre (^)
Field size	The total width of a field, regardless of how many columns are occupied

The * can be used to generate a line of repeated characters, for example "=" * 10, will generate "==========".

Concatenation of strings is done using the + operator.

String slicing is supported. myName[0:2] gives the first two characters in the variable myName.

Library modules

The functionality of a library module can only be accessed once the library module is imported into the program code.

Statement	Description
`import <library>`	Imports the <library> module into the current program

Random library module

The PLS supports these random library module subprograms.

Subprogram	Description
`random.randint (<a>, <b>)`	Returns a random integer X so that <a> <= X <= <b>
`random.random ()`	Returns a float number in the range of 0.0 and 1.0

Math library module

The PLS supports these math library module subprograms and constant.

Subprogram or constant	Description
`math.ceil (<r>)`	Returns the smallest integer not less than <r>
`math.floor (<r>)`	Returns the largest integer not greater than <r>
`math.sqrt (<x>)`	Returns the square root of <x>
`math.pi`	The constant Pi (Π)

Time library module

The PLS supports this time library module subprogram.

Subprogram	Description
`time.sleep (<sec>)`	The current process is suspended for the given number of seconds, then resumes at the next line of the program

Turtle graphics library module

Tips for using turtle

The default mode for the PLS turtle is "standard". This means that when a turtle is created, it initially points to the right (east) and angles are counterclockwise. You can change modes using turtle.mode ().

The turtle window is one size and the turtle drawing canvas (inside the window) can be a different size. To make the turtle window bigger, a screen needs to be created and setup. Here is an example:

```
WIDTH = 800
HEIGHT = 400
screen = turtle.Screen ()
screen.setup (WIDTH, HEIGHT)
```

To make the drawing canvas bigger use <turtle>.screensize ().

In some development environments, the turtle window will close as soon as the program completes. There are two ways to keep it open:

- Add turtle.done () as the last line in the code file. This will keep the window open until closed with the exit cross in the upper right-hand corner. It also allows scrollbars on the window.
- Add a line asking for keyboard input, such as input(), as the last line. This will keep the window open until the user presses a key in the console session. The scrollbars will not work.

Turtle window and drawing canvas

The PLS supports these turtle library module subprograms to control the window and drawing canvas. Notice that these subprograms do not use the name of the turtle you create to the left of the dot, but the library name, "turtle" or a <window> variable.

Subprogram	Description
`<window>.setup (<width>, <height>)`	Sets the size of the turtle window to <width> x <height> in pixels. Requires use of turtle.Screen () to create <window> first
`turtle.done ()`	Use as the last line of the file to keep the turtle window open until it is closed using the exit cross in the upper right-hand corner of the window
`turtle.mode (<type>)`	<type> is one of the strings "standard" or "logo". A turtle in standard mode, initially points to the right (east) and angles are counterclockwise. A turtle in logo mode, initially points up (north) and angles are clockwise
`turtle.Screen ()`	Returns a variable to address the turtle window. Use with <window>.setup()
`turtle.screensize (<width>, <height>)`	Makes the scrollable drawing canvas size equal to <width> x <height> in pixels. Note, use with turtle.done () so scrollbars will be active

Turtle creation, visibility and movement

The PLS supports these turtle library module subprograms to control the turtle creation, visibility and movement.

Subprogram	Description
`<turtle> = turtle.Turtle ()`	Creates a new turtle with the variable name <turtle>
`<turtle>.back (<steps>)`	Moves backward (opposite-facing direction) for number of <steps>
`<turtle>.forward (<steps>)`	Moves forward (facing direction) for number of <steps>
`<turtle>.hideturtle ()`	Makes the <turtle> invisible
`<turtle>.left (<degrees>)`	Turns anticlockwise the number of <degrees>
`<turtle>.right (<degrees>)`	Turns clockwise the number of <degrees>
`<turtle>.showturtle ()`	Makes the turtle visible
`<turtle>.speed (<value>)`	The <value> can be set to "fastest", "fast", "normal", "slow", "slowest". Alternatively, use the numbers 1 to 10 to increase speed. The value of 0 is the fastest

Turtle positioning and direction

The PLS supports these turtle library module subprograms to control the positioning and direction.

Subprogram	Description
`<turtle>.home ()`	Moves to canvas origin (0, 0)
`<turtle>.reset ()`	Clears the drawing canvas, sends the turtle home and resets variables to default values
`<turtle>.setheading (<degrees>)`	Sets the orientation to <degrees>
`<turtle>.setposition (<x>, <y>)`	Positions the turtle at coordinates (<x>, <y>)

Turtle filling shapes

The PLS supports these turtle library module subprograms to control filling.

Subprogram	Description
`<turtle>.begin_fill ()`	Call just before drawing a shape to be filled
`<turtle>.end_fill ()`	Call just after drawing the shape to be filled. You must call <turtle>.begin_fill() before drawing.
`<turtle>.fillcolor (<colour>)`	Sets the colour used to fill. The input argument can be a string or an RGB colour. For example: "red", "#551A8B2", "(0, 35, 102)"

Turtle controlling the pen

The PLS supports these turtle library module subprograms to control the pen.

Subprogram	Description
`<turtle>.pencolor (<colour>)`	Sets the colour of the pen. The input argument can be a string or an RGB colour. For example: "red", "#551A8B", "(0, 35, 102)"
`<turtle>.pendown ()`	Puts the pen down
`<turtle>.pensize (<width>)`	Makes the pen the size of <width> (positive number)
`<turtle>.penup ()`	Lifts the pen up

Turtle circles

The PLS supports this turtle library module subprogram to draw a circle.

Subprogram	Description
`<turtle>.circle (<radius>, <extent>)`	Draws a circle with the given <radius>. The centre is the <radius> number of units to the left of the turtle. That means, the turtle is sitting on the edge of the circle. The parameter <extent> does not need to be given, but provides a way to draw an arc, if required. For example, an extent of 180 would be half a circle

Turtle colours

Python colours can be given by using a string name. There are many colours and you can find information online for lists of all the available colours.

Here are a few to get you started:

blue	black	green	yellow
orange	red	pink	purple
indigo	olive	lime	navy
orchid	salmon	peru	sienna
white	cyan	silver	gold

Console session

A console session is the window or command line where the user interacts with a program. It is the default window that displays the output from `print ()` and echoes the keys typed from the keyboard.

It will appear differently in different development tools.

Code style

Although Python does not require all arithmetic and logical/Boolean expressions be fully bracketed, it might help the readability to bracket them. This is especially useful if the programmer or reader is not familiar with the order of operator precedence.

The same is true of spaces. The logic of a line can be more easily understood if a few extra spaces are introduced. This is especially helpful if a long line of nested subprogram calls is involved. It can be difficult to read where one ends and another begins. The syntax of Python is not affected, but it can make understanding the code much easier.

Line continuation

Long code lines may also be difficult to read, especially if they scroll off the edge of the display window. It's always better for the programmer to limit the amount of scrolling.

There are several ways to break long lines in Python.

Python syntax allows long lines to be broken inside brackets (), square brackets [], and braces {}. This works very well, but care should be taken to ensure that the next line is indented to a level that aids readability. It is even possible and recommended to add an extra set of brackets () to expressions to break long lines.

Python also has a line continuation character, the backslash \ character. It can be inserted, following strict rules, into some expressions to cause a continuation. Some editors will automatically insert the line continuation character if the enter key is pressed.

Carriage return and line feed

These affect the way outputs appear on the screen and in a file. Carriage return means to go back to the beginning of the current line without going down to the next line. Line feed means to go down to the next line. Each is a non-printable ASCII character, that has an equivalent string in programming languages.

Name	Abbreviation	ASCII hexadecimal	String
Carriage return	CR	0x0D	"\r"
Line feed	LF	0x0A	"\n"

These characters are used in some combination to control outputs. Unfortunately, not every operating system uses the same. However, editors automatically convert input and output files to make sure they work properly. In Python, `print ()` automatically adds them so that the console output appears on separate lines.

When writing code to handle files, a programmer will need to remove some of these characters when reading lines from files and add them when writing lines to files. If needed, they are added with string concatenation. If needed to be removed, they are removed using the `strip ()` subprogram.

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