

Cambridge
International
A Level

Cambridge International Examinations
Cambridge International Advanced Level

COMPUTER SCIENCE

9608/43

Paper 4 Written Paper

May/June 2016

MARK SCHEME

Maximum Mark: 75

Published

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Question	Answer	Marks	
1 (a) (i)	<pre>TYPE LinkedList (DECLARE) Surname : STRING (DECLARE) Ptr : INTEGER ENDTYPE Accept: LinkedList : RECORD Surname : STRING Ptr : INTEGER ENDRECORD Accept: TYPE LinkedList = RECORD Surname : STRING Ptr : INTEGER ENDTYPE / ENDRECORD Accept: STRUCTURE LinkedList (DECLARE) Surname : STRING (DECLARE) Ptr : INTEGER ENDSTRUCTURE Accept AS / OF instead of :</pre>	<p>1</p> <p>1</p> <p>1</p> <p>1</p> <p>1</p> <p>1</p> <p>1</p> <p>1</p> <p>1</p> <p>1</p> <p>1</p> <p>1</p> <p>1</p>	3
(ii)	<pre>(DECLARE) <u>SurnameList[1:5000]</u> : <u>LinkedList</u> Accept AS / OF instead of : Accept () instead of [] Accept without lower bound Index separator can be , : ...</pre>	<p>2</p>	2
(b) (i)	<pre>Wu Accept with quotes</pre>	<p>1</p>	1
(ii)	6	1	1
(c) (i)	<pre>IsFound + relevant description BOOLEAN</pre>	<p>1</p> <p>1</p>	2

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Question	Answer	Marks
(ii)	Accept () instead of [] 01 Current ← <u>StartPtr</u> 02 IF Current = 0 03 THEN 04 OUTPUT " <u>Empty List</u> " (or similar message) (accept without quotes) Reject "Error" 05 ELSE 06 IsFound ← <u>FALSE</u> 07 INPUT ThisSurname 08 REPEAT 09 IF <u>SurnameList[Current].Surname</u> = ThisSurname 10 THEN 11 IsFound ← TRUE 12 OUTPUT "Surname found at position ", Current 13 ELSE 14 // move to the next list item 15 <u>Current ← SurnameList[Current].Ptr</u> 16 ENDIF 17 UNTIL IsFound = TRUE OR <u>Current = 0</u> 18 IF IsFound = FALSE 19 THEN 20 OUTPUT "Not Found" 21 ENDIF 22 ENDIF	6
	Accept = for assignment	
2 (a) (i)	A procedure which is defined in terms of itself // A procedure which makes a call to itself // A procedure that calls itself	1
(ii)	08 // 8	1

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Question	Answer	Marks																																																																																																																																
(b) (i)	<table border="1" style="margin-bottom: 10px;"> <thead> <tr> <th>Index</th> <th>Item</th> </tr> </thead> <tbody> <tr><td>1</td><td>9</td></tr> <tr><td>2</td><td></td></tr> <tr><td>3</td><td></td></tr> <tr><td>4</td><td></td></tr> <tr><td>5</td><td></td></tr> <tr><td>6</td><td></td></tr> <tr><td>7</td><td></td></tr> <tr><td>8</td><td></td></tr> </tbody> </table> <table border="1" style="margin-bottom: 10px;"> <thead> <tr> <th colspan="10">MyList</th> </tr> <tr> <th>1</th> <th>2</th> <th>3</th> <th>4</th> <th>5</th> <th>6</th> <th>7</th> <th>8</th> <th>9</th> <th>10</th> </tr> </thead> <tbody> <tr> <td>3</td> <td>5</td> <td>8</td> <td>9</td> <td>13</td> <td>16</td> <td>27</td> <td>0</td> <td>0</td> <td>0</td> </tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </tbody> </table> <p>Note: Final mark only if no additional entries in table Accept last row to show all final values</p>	Index	Item	1	9	2		3		4		5		6		7		8		MyList										1	2	3	4	5	6	7	8	9	10	3	5	8	9	13	16	27	0	0	0																																																																																	4
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(ii)	<p>Any one from:</p> <p>Deletes/removes parameter value/ Item (from the array MyList) // Deletes the first entry (in MyList) that equals or is bigger than Item</p> <p>Overwrites Item by moving subsequent items up/down/across/left R right</p>	1																																																																																																																																

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Question	Answer	Marks
3 (a)	<p><i>Mark as follows:</i></p> <p>Label F_TRAILER 1</p> <p>Label TRANS 1</p> <p>Customer box (Accept label Customer) 1</p> <p>Hire box (Accept label Hire) 1</p> <p>Customer fields : Customer Name, CustomerID/IDnumber 1</p> <p>Hire fields: Car Reg 1</p> <p>Hire fields: Hire start date, Number of days hired 1</p> <p>accept level 5 fields in any order</p> <p>Ignore parent</p>	7

Question	Answer	Marks										
(b)	<p><i>Mark as follows:</i></p> <table border="0"> <tr> <td>Selection symbol x 2 (Car-hire / No car-hire)</td> <td style="text-align: right;">1</td> </tr> <tr> <td>Labelling for CAR_HIRE / NO_HIRE (accept similar labels*)</td> <td style="text-align: right;">1</td> </tr> <tr> <td>Labelling for <u>Car registration</u> and Car total / Total hires</td> <td style="text-align: right;">1</td> </tr> <tr> <td>Iteration symbol for HIRE (accept in HIRE_LIST as a BOD)</td> <td style="text-align: right;">1</td> </tr> <tr> <td>Labelling for start date and number of days (as per diagram)</td> <td style="text-align: right;">1</td> </tr> </table> <p>* For CAR_HIRE label: Accept: Hires / hired / Car data / hire data / hire record / one or more hires</p>	Selection symbol x 2 (Car-hire / No car-hire)	1	Labelling for CAR_HIRE / NO_HIRE (accept similar labels*)	1	Labelling for <u>Car registration</u> and Car total / Total hires	1	Iteration symbol for HIRE (accept in HIRE_LIST as a BOD)	1	Labelling for start date and number of days (as per diagram)	1	5
Selection symbol x 2 (Car-hire / No car-hire)	1											
Labelling for CAR_HIRE / NO_HIRE (accept similar labels*)	1											
Labelling for <u>Car registration</u> and Car total / Total hires	1											
Iteration symbol for HIRE (accept in HIRE_LIST as a BOD)	1											
Labelling for start date and number of days (as per diagram)	1											

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Question	Answer	Marks												
4 (a) (i)	a03, h07, a23 accept in any order, must be lower case	1												
(ii)	The car must <u>pass</u> (both) brake test and tyres test	1												
(b)	<pre> retestAllowed(ThisCar) 1 If (testBrakes(ThisCar, pass) and testTyres(ThisCar, fail)) or (testBrakes(ThisCar, fail) and testTyres(ThisCar, pass)) 1 </pre> (one mark per bold underlined all correct) accept another variable instead of ThisCar , but must be same throughout.	3												
(c) (i)	a07 [p03] must be [] must be lower case, but don't penalise twice, so follow through from part(b)	2												
(ii)	[p05, m04]	1												
(iii)	[]	1												
(d)	[]	1												
5 (a) (i)	<table border="1"> <thead> <tr> <th>Mark</th> <th>Description</th> <th>Expected result (Grade)</th> </tr> </thead> <tbody> <tr> <td></td> <td>Normal</td> <td>FAIL/PASS/MERIT/DISTINCTION</td> </tr> <tr> <td></td> <td>Abnormal</td> <td>Error</td> </tr> <tr> <td></td> <td>Extreme/Boundary</td> <td>FAIL/PASS/MERIT/DISTINCTION</td> </tr> </tbody> </table> 3 × (mark + matching grade) for abnormal data accept negative values, non-integer values, Expected Result: Error 0 and marks above 100 are still acceptable values Do not accept FAIL in expected result column for Abnormal data	Mark	Description	Expected result (Grade)		Normal	FAIL/PASS/MERIT/DISTINCTION		Abnormal	Error		Extreme/Boundary	FAIL/PASS/MERIT/DISTINCTION	3
Mark	Description	Expected result (Grade)												
	Normal	FAIL/PASS/MERIT/DISTINCTION												
	Abnormal	Error												
	Extreme/Boundary	FAIL/PASS/MERIT/DISTINCTION												
(ii)	(The programmer is) concerned only with the input (i.e. the mark) to the function and monitoring the expected output (i.e. the grade) // can compare expected result and actual result	1												
(b)	Exception: 1. situation causing a crash / run-time error / fatal error 1 Exception handling: 2. code which is called when a run-time error occurs 1 3. ... to avoid the program terminating/crashing 1	3												

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Question	Answer	Marks	
(c)	1 Open a non-existent file 2 Directory path does not exist 3 Attempt to read past the end of the file // attempt to read an empty file 4 Array subscript is out of range 5 Non-integer value / corrupt data read 6 File already open in a different mode // wrong file permissions	Max 3	
(d) (i)	09 // 9	1	
(ii)	1 Line 11 catches exceptions (only) between lines 05 and 10 2 Line 11 stops the program from crashing 3 Different exception types recognised 4 Each exception type has an appropriate message output 5 The program language has an (object) type EXCEPTION 6 ThisException is the instance of EXCEPTION which has been raised 7 EXCEPTION objects have a 'Message' property // the message property for ThisException is "Arithmetic operation resulted in an overflow"	1 1 1 1 1 1 1	Max 3
6 (a)	<p>Max 3 marks if extra states/transitions added.</p>	4	

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Question	Answer	Marks
(b) (i)	Mark as follows: 1 Declaration for array (character or string data type) 2 FOR loop for x going from 1 to 8, generating column index used in array 3 FOR loop for y going from 1–2, 3–6, 7–8 (Accept all squares being set to 'E' and then overwritten with 'B', 'W' respectively) 4 Setting squares to 'B', 'E', 'W' (must be in quotes, accept single or double)	4
(ii)	Mark as follows: 1 Procedure heading and declaration of 2 local variables 1 2 Establishing the stopper colour – opposite to the mover 1 3 Test for piece in column 1 (x>1) // column 8 (x<8) 1 4 Test for 'E' 1 5 Correct method for moving left // for moving right 1 6 until edge of board reached 1 7 until other colour (stopper colour) encountered 1 8 until own colour encountered (PieceColour) 1 9 Correct output for cell indexes 1 (accept for moving in 1 direction only) 10 including the 'REMOVE' message 1 Note: must use given parameter identifiers: PieceColour, xCurrent, yCurrent	Max 5
(c) (i)	Classes could be designed for : <ul style="list-style-type: none"> • the board • a piece Containment (Board contains Pieces) The pieces are <u>instances/objects</u> (of the Piece class)	Max 2

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Question	Answer	Marks
(ii)	<p>Accept any reasonable answer, for example:</p> <p>BOARD class:</p> <p>Properties:</p> <ul style="list-style-type: none"> • Number of squares / size / dimensions • Current state of all squares <p>Methods: –</p> <ul style="list-style-type: none"> • Set the starting board • Capture the finishing state of the board • Display the state of the board after each move <p>PIECE class:</p> <p>Properties:</p> <ul style="list-style-type: none"> • Starting x position • Starting y position • Current x position • current y position • Colour • State / Removed / Active <p>Methods:</p> <ul style="list-style-type: none"> • Move piece • Remove piece <p>Mark as follows: two correct responses are worth 1 mark</p> <p>Accept other classes: Game, Player</p>	Max 2

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Programming code

6 (b) (i)

VB.NET

```
Dim Board(8, 8) As Char
Dim Row, Column As Integer
For Row = 1 To 2
    For Column = 1 To 8
        Board(Row, Column) = "B"
    Next
Next
For Row = 3 To 6
    For Column = 1 To 8
        Board(Row, Column) = "E"
    Next
Next
For Row = 7 To 8
    For Column = 1 To 8
        Board(Row, Column) = "W"
    Next
Next
```

PASCAL

```
var Row, Column : integer;
    Board : array[1..8, 1..8] of char;
begin
    for Row := 1 to 2 do
        for Column := 1 to 8 do
            Board[Row, Column] := 'B';
        end for;
    for Row := 3 to 6 do
        for Column := 1 to 8 do
            Board[Row, Column] := 'E';
        end for;
    for Row := 7 to 8 do
        for Column := 1 to 8 do
            Board[Row, Column] := 'W';
        end for;
    end for;
end.
```

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PYTHON

```
Board = [["" for j in range(9)] for i in range(9)]
for Row in range(1, 3) :
    for Column in range(1, 9) :
        Board[Row][Column] = "B"
for Row in range(3, 7) :
    for Column in range(1, 9) :
        Board[Row][Column] = "E"
for Row in range(7, 9) :
    for Column in range(1, 9) :
        Board[Row][Column] = "W"
```

Alternative declarations of Board array :

```
Board = [[""] * 9 for i in range(9)]
```

```
Board = []
for i in range(9) :
    for j in range(9) :
        Board.append("")
```

Instead of initialising with empty string, could initialise with 'E'. this would then only require 'B' and 'W' loops later.

For example:

```
Board = [["E"] * 9 for i in range(9)] // Board = [["E"]*9]*9
for Row in range(1, 3) :
    for Column in range(1, 9) :
        Board[Row][Column] = "B"
for Row in range(7, 9) :
    for Column in range(1, 9) :
        Board[Row][Column] = "W"
```

```
Board = []
for i in range(9):
    Board.append(["E"]*9)
```

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6 (b) (ii)**VB.NET**

```
Sub ValidMoves(ByVal PieceColour As Char, ByVal xCurrent As Integer,
ByVal yCurrent As Integer)
    Dim i As Integer
    Dim StopperColour As Char
    Dim NoFurther As Boolean
    If PieceColour = "B" Then
        StopperColour = "W"
    Else
        StopperColour = "B"
    End If
    Console.WriteLine("Possible moves are : ")
    If xCurrent <> 1 Then
        Console.WriteLine("Moving LEFT . . .")
        i = xCurrent - 1
        NoFurther = False
        do
            if Board(i, yCurrent) = "E" Then
                Console.WriteLine(i & " " & yCurrent)
            End If
            if Board(i, yCurrent) = StopperColour Then
                Console.WriteLine(i & " " & yCurrent & " REMOVE PIECE")
                NoFurther = True
            End If
            i = i - 1
        Loop Until i = 0 Or NoFurther = True
    End If
    if xCurrent <> 8 Then
        Console.WriteLine("Moving RIGHT . . .")
        i = xCurrent + 1
        NoFurther = False
        do
            if Board(i, yCurrent) = "E" :
                Console.WriteLine(i & " " & yCurrent)
            End If
            if Board(i, yCurrent) = StopperColour Then
                Console.WriteLine(i & " " & yCurrent & " REMOVE PIECE")
                NoFurther = True
            End If
            i = i + 1
        Loop Until i = 9 Or NoFurther = True
    End If
End Sub
```

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PASCAL

```
procedure ValidMoves(PieceColour : char; xCurrent, yCurrent : integer);
var StopperColour : char;
    i : integer;
    NoFurther : boolean;
begin
    if (PieceColour = 'B') then
        StopperColour := 'W'
    else
        StopperColour := 'B';
    writeln('Possible moves are : ');
    if (xCurrent <> 1) then
        begin
            writeln('Moving LEFT . . . ');
            i := xCurrent - 1;
            NoFurther := false;
            repeat
                if (Board[i, yCurrent] = 'E') then
                    writeln(intToStr(i) + ' ' + intToStr(yCurrent));
                if (Board[i, yCurrent] = StopperColour) then
                    begin
                        writeln(intToStr(i) + ' ' + intToStr(yCurrent) + ' REMOVE
                            PIECE');
                        NoFurther := true;
                    end;
                i := i - 1;
            until ((i = 0) or (NoFurther = true));
        end;
    if (xCurrent <> 8) then
        begin
            writeln('Moving RIGHT . . . ');
            i := xCurrent + 1;
            NoFurther := false;
            repeat
                if (Board[i, yCurrent] = 'E') then
                    writeln(intToStr(i) + ' ' + intToStr(yCurrent));
                if (Board[i, yCurrent] = StopperColour) then
                    begin
                        writeln(intToStr(i) + ' ' + intToStr(yCurrent) + ' REMOVE
                            PIECE');
                        NoFurther := true;
                    end;
                i := i + 1;
            until ((i = 9) or (NoFurther = true));
        end;
end;
```

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PYTHON

```
def ValidMoves(PieceColour, xCurrent, yCurrent) :
    if PieceColour == "B" :
        StopperColour = "W"
    else :
        StopperColour = "B"
    print("Possible moves are : ")
    if xCurrent != 1 :
        print("Moving LEFT . . .")
        i = xCurrent - 1
        NoFurther = False
        while i > 0 and NoFurther == False :
            if Board[i][yCurrent] == "E" :
                print(str(i) + " " + str(yCurrent))
            if Board[i][yCurrent] == StopperColour :
                print(str(i) + " " + str(yCurrent) + " REMOVE PIECE")
                NoFurther = True
            i = i - 1
    if xCurrent != 8 :
        print("Moving RIGHT . . .")
        i = xCurrent + 1
        NoFurther = False
        while i < 9 and NoFurther == False :
            if Board[i][yCurrent] == "E" :
                print(str(i) + " " + str(yCurrent))
            if Board[i][yCurrent] == StopperColour :
                print(str(i) + " " + str(yCurrent) + " REMOVE PIECE")
                NoFurther = True
            i = i + 1
```