

There is an **Appendix** on page 18. Some questions will refer you to this information.

1 The items in the table below are individual statements in a generic programming language.

For the built-in functions list, refer to the **Appendix** on page 18.

(a) (i) Show what type of programming construct each statement represents.

Complete the table by putting a tick (✓) in the appropriate column for each item.

Item	Statement	Selection	Iteration	Assignment
1	MyScore = 65			
2	FOR IndexVal = 0 TO 99			
3	MyArray[3] = MID(MyString, 3, 2)			
4	IF MyScore >= 70 THEN			
5	ENDWHILE			
6	ELSE Message = "Error"			

[6]

(ii) State the purpose of each statement in the table in **part (a)(i)**.

Do **not** use mathematical symbols in your descriptions.

Item	Purpose of statement
1
2
3
4
5
6

[6]

(iii) Evaluate the following expressions when `MyString` has the value "Adaptive Maintenance".

Expression	Result
'D' & RIGHT(MyString, 4)	
LEFT(RIGHT(MyString, 7), 3)	

[2]

- 2 A team is designing a software system to monitor temperature in a process. To do this, the system... needs to sample the temperature repeatedly. If the temperature exceeds a given threshold value, an alarm will sound.

The system is to be software-based. It will include a subroutine, `SampleTemp`, which samples the temperature and sets the alarm state to either ON or OFF.

The initial design stage will produce a prototype of `SampleTemp` with a user interface. The structured English for this is:

1. IF the temperature does not exceed threshold value, SET alarm state to OFF
2. INPUT threshold value (to two decimal places)
3. INPUT sensor value (a whole number in the range 0 to 100)
4. MULTIPLY sensor value by conversion factor 1.135 to give temperature
5. IF temperature exceeds threshold value SET alarm state to ON
6. IF temperature exceeds threshold value OUTPUT message "Temperature Alarm"
7. IF temperature does not exceed threshold value OUTPUT message "Temperature OK"

(a) The procedure needs four variables. Complete the identifier table below for these variables.

Identifier	Data type	Description
AlarmState	
SensorValue	
ThresholdValue	
Temperature	

[4]

Question 3 begins on page 7.

3 A string encryption function is needed. The encryption uses a simple character-substitution method.

In this method, a new character substitutes for each character in the original string. This will create the encrypted string.

The substitution uses the 7-bit ASCII value for each character. This value is used as an index for a 1D array, `Lookup`, which contains the substitute characters.

`Lookup` contains an entry for each of the ASCII characters. It may be assumed that the original string and the substitute characters are all printable.

For example:

- 'A' has ASCII value 65
- Array element with index 65 contains the character 'Y' (the substitute character)
- Therefore, 'Y' substitutes for 'A'
- There is a different substitute character for every ASCII value

The programmer writes a function, `EncryptString`, to return the encrypted string. This function will receive two parameters, the original, `PlainText` string and the 1D array.

(a) The first attempt at writing the pseudocode for this function is shown below.

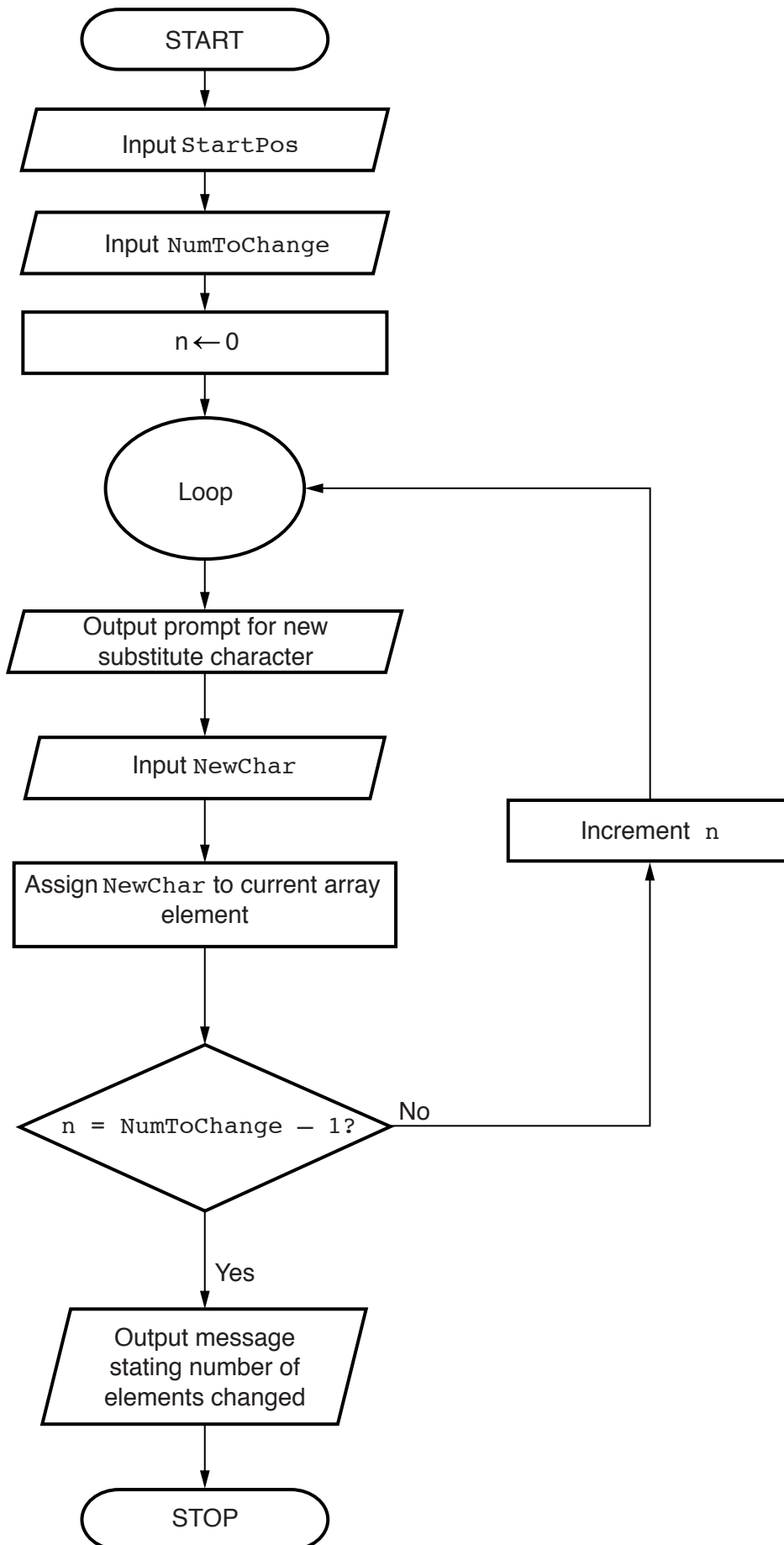
Complete the pseudocode.

For the built-in functions list, refer to the **Appendix** on page 18.

```

FUNCTION EncryptString(.....) RETURNS STRING
    DECLARE ..... : CHAR
    DECLARE OldCharValue : .....
    DECLARE n : INTEGER
    DECLARE OutString : STRING
    ..... //initialise the return string
    //loop through PlainText to produce OutString
    FOR n ← 1 TO ..... //from first to last character
        OldChar ← .....//get next character
        OldCharValue ← .....//find the ASCII value
        NewChar ← .....//look up substitute character
        .....//concatenate to OutString
    ENDFOR
    .....
ENDFUNCTION

```

4 (a) Structured programming involves the breaking down of a problem into modules.

Give **two** reasons why this is done.

1

.....

2

.....

[2]

(b) A team needs to write a program to implement an online shopping system. Customers will access the program via a website.

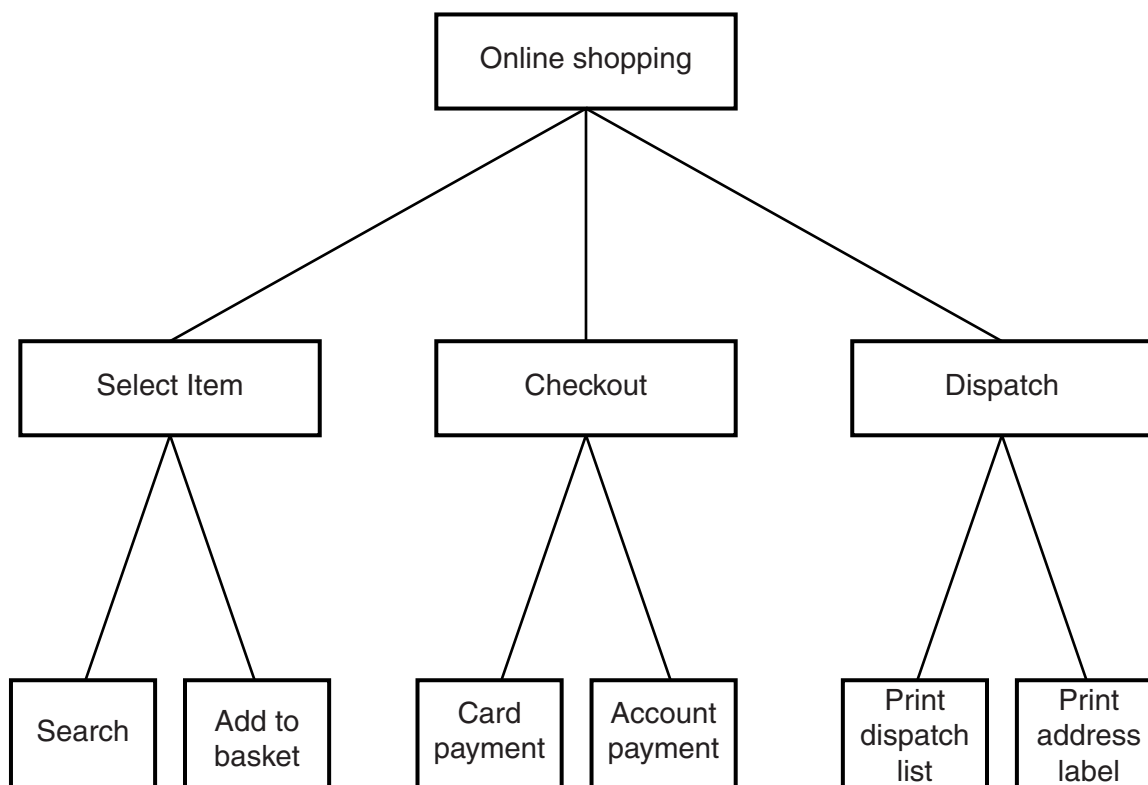
Customers can search for items before adding them to a virtual shopping basket. When they have finished shopping, they pay for the items. The program provides output for the dispatch of the items.

Some of the key features of the system are as follows:

- a customer can add many items to the shopping basket
- payment may be either by credit or debit card, or by adding to a customer account
- the shop may dispatch the items in one or more packages

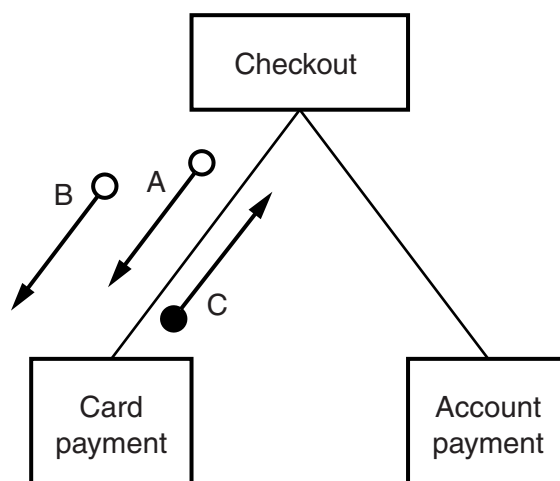
The structure chart below shows the program modules only.

(i) Draw on the chart, the symbols that represent the key features listed in **part (b)** above.



[3]

- (ii) A section of the chart in **part (b)(i)** is shown below. It is to show the parameters passed between the Checkout and Card payment modules.



Name the three data items corresponding to the arrows.

Arrow	Data item
A	
B	
C	

[3]

Question 5 begins on page 13.

5 Toni has a large collection of jazz CDs that are stored in different places. She wants to record where the CDs are stored. She decides to write a program to do this.

The program must store the data in a file, `MyMusic`.

(a) (i) Why is a file needed?

.....
.....[1]

(ii) `MyMusic` is a text file with the data for each CD as one line of text.

Data for a typical CD are:

Title: Kind of Green
Artist: Miles Coltrane
Location: Rack1-5

The line will be formed by concatenating the three data items.

For the example above, the line stored will be:

`Kind of GreenMiles ColtraneRack1-5`

Describe a problem that might occur when organising the data in this way.

.....
.....
.....
.....

Describe a possible solution.

.....
.....
.....
.....

[4]

(b) Toni must input the data into the file for all of her CDs.

A procedure, `InputData`, is needed to do this.

Toni designs the procedure and chooses the following identifiers:

Identifier	Data type
<code>CDTitle</code>	STRING
<code>CDArtist</code>	STRING
<code>CDLocation</code>	STRING

The procedure repeatedly performs the following steps:

- input a CD title (A rogue value of “##” is to be used to end the input)
- input the artist
- input the location
- create the text line
- write the text line to the file

When the rogue value is encountered the file is closed.

6 A string-handling function has been developed. The pseudocode for this function is shown below.

For the built-in functions list, refer to the **Appendix** on page 18.

```

FUNCTION SSM(String1, String2 : STRING) RETURNS INTEGER
  DECLARE n, f, x, y : INTEGER

  n ← 0
  f ← 0

  REPEAT
    n ← n + 1
    x ← n
    y ← 1
    WHILE MID(String1, x, 1) = MID(String2, y, 1)

      IF y = LENGTH(String2)
        THEN
          f ← n
        ELSE
          x ← x + 1
          y ← y + 1
        ENDIF

    ENDWHILE

  UNTIL (n = LENGTH(String1)) OR (f <> 0)

  RETURN f

ENDFUNCTION

```

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

SSM("RETRACE", "RAC")

n	f	x	y	MID(String1, x, 1)	MID(String2, y, 1)
0	0				

[6]

(b) (i) Describe the purpose of function `SSM`.

.....
.....
.....
.....[2]

(ii) One of the possible return values from function `SSM` has a special meaning.

State the value and its meaning.

Value

Meaning [2]

(iii) There is a problem with the logic of the pseudocode. This could generate a run-time error.

Describe the problem.

.....
.....
.....
.....[2]

Appendix

Built-in functions

In each function below, if the function call is not properly formed, the function returns an error.

`MID(ThisString : STRING, x : INTEGER, y : INTEGER)` RETURNS STRING

returns the string of length `y` starting at position `x` from `ThisString`

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

`LEFT(ThisString : STRING, x : INTEGER)` RETURNS STRING

returns the leftmost `x` characters from `ThisString`

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

`RIGHT(ThisString: STRING, x : INTEGER)` RETURNS STRING

returns the rightmost `x` characters from `ThisString`

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

`ASC(ThisChar : CHAR)` RETURNS INTEGER

returns the ASCII value of character `ThisChar`

Example: `ASC ('w')` will return `87`

`LENGTH(ThisString : STRING)` RETURNS INTEGER

returns the integer value representing the length of string `ThisString`

Example: `LENGTH ("Happy Days")` will return `10`

String operator

`&` operator

concatenates (joins) two strings

Example: `"Summer" & " " & "Pudding"` produces `"Summer Pudding"`

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