
COMPUTER SCIENCE

9608/21

Paper 2 Written Paper

May/June 2019

MARK SCHEME

Maximum Mark: 75

Published

This mark scheme is published as an aid to teachers and candidates, to indicate the requirements of the examination. It shows the basis on which Examiners were instructed to award marks. It does not indicate the details of the discussions that took place at an Examiners' meeting before marking began, which would have considered the acceptability of alternative answers.

Mark schemes should be read in conjunction with the question paper and the Principal Examiner Report for Teachers.

Cambridge International will not enter into discussions about these mark schemes.

Cambridge International is publishing the mark schemes for the May/June 2019 series for most Cambridge IGCSE™, Cambridge International A and AS Level and Cambridge Pre-U components, and some Cambridge O Level components.

This document consists of **11** printed pages.

Generic Marking Principles

These general marking principles must be applied by all examiners when marking candidate answers. They should be applied alongside the specific content of the mark scheme or generic level descriptors for a question. Each question paper and mark scheme will also comply with these marking principles.

GENERIC MARKING PRINCIPLE 1:

Marks must be awarded in line with:

- the specific content of the mark scheme or the generic level descriptors for the question
- the specific skills defined in the mark scheme or in the generic level descriptors for the question
- the standard of response required by a candidate as exemplified by the standardisation scripts.

GENERIC MARKING PRINCIPLE 2:

Marks awarded are always **whole marks** (not half marks, or other fractions).

GENERIC MARKING PRINCIPLE 3:

Marks must be awarded **positively**:

- marks are awarded for correct/valid answers, as defined in the mark scheme. However, credit is given for valid answers which go beyond the scope of the syllabus and mark scheme, referring to your Team Leader as appropriate
- marks are awarded when candidates clearly demonstrate what they know and can do
- marks are not deducted for errors
- marks are not deducted for omissions
- answers should only be judged on the quality of spelling, punctuation and grammar when these features are specifically assessed by the question as indicated by the mark scheme. The meaning, however, should be unambiguous.

GENERIC MARKING PRINCIPLE 4:

Rules must be applied consistently e.g. in situations where candidates have not followed instructions or in the application of generic level descriptors.

GENERIC MARKING PRINCIPLE 5:

Marks should be awarded using the full range of marks defined in the mark scheme for the question (however; the use of the full mark range may be limited according to the quality of the candidate responses seen).

GENERIC MARKING PRINCIPLE 6:

Marks awarded are based solely on the requirements as defined in the mark scheme. Marks should not be awarded with grade thresholds or grade descriptors in mind.

Question	Answer	Marks																				
1(a)(i)	<p>Construct: Assignment Pseudocode example: Answer ← "YES"</p> <p>Construct: Selection Pseudocode example: IF X = 3 THEN OUTPUT "HELLO"</p> <p>Construct: Repetition / Iteration Pseudocode example: FOR N ← 1 to 100</p> <p>One mark for construct One mark for pseudocode example Maximum 4 marks</p>	4																				
1(a)(ii)	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 50%;">Pseudocode statement</th> <th style="width: 10%;">Input</th> <th style="width: 15%;">Process</th> <th style="width: 25%;">Output</th> </tr> </thead> <tbody> <tr> <td>Temp ← SensorValue * Factor</td> <td></td> <td style="text-align: center;">✓</td> <td></td> </tr> <tr> <td>WRITEFILE "LogFile.txt", TextLine</td> <td></td> <td></td> <td style="text-align: center;">✓</td> </tr> <tr> <td>WRITEFILE "LogFile.txt", MyName & MyIDNumber</td> <td></td> <td style="text-align: center;">✓</td> <td style="text-align: center;">✓</td> </tr> <tr> <td>READFILE "AddressBook.txt", NextLine</td> <td style="text-align: center;">✓</td> <td style="text-align: center;">(✓)</td> <td></td> </tr> </tbody> </table> <p>One mark per correct row</p>	Pseudocode statement	Input	Process	Output	Temp ← SensorValue * Factor		✓		WRITEFILE "LogFile.txt", TextLine			✓	WRITEFILE "LogFile.txt", MyName & MyIDNumber		✓	✓	READFILE "AddressBook.txt", NextLine	✓	(✓)		4
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Variable	Data type													
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1(c)	<p>Data is chosen:</p> <ul style="list-style-type: none"> to test that the program does what it is supposed to do / to check that the results are as expected to use known valid, boundary and erroneous values 	2												

Question	Answer	Marks
2(a)	<p>Type: <u>Conditional</u></p> <p>Explanation: The number of iterations is not known / dependent on a condition</p>	2
2(b)	<p>One mark per bullet point to max 3</p> <ul style="list-style-type: none"> Functions / Procedures / Modules / subtasks Parameters Variable / constant declaration / assignment / Data types Input / Output Arithmetic / logic operations Classes / Objects 	3
2(c)	<p>One mark for:</p> <ul style="list-style-type: none"> A <code>CASE</code> structure <p>Max 2 for remaining points:</p> <ul style="list-style-type: none"> Selecting on / using variable <code>X</code> Calling <code>ProcA</code> if <code>X = 15</code> Assigning a value of 0 to <code>Y</code> if <code>X = 20</code> and assign 99 to <code>Y</code> if <code>X = 25</code> Calling <code>ProcError</code> if no match (previous conditions not satisfied) // Call <code>ProcError</code> if <code>x = NONE</code> 	3

Question	Answer	Marks
3(a)	<pre>TotalValue ← 0 ZeroCount ← 0 FOR Index ← 1 TO 100 TotalValue ← TotalValue + Result[Index] IF Result[Index] = 0.0 THEN ZeroCount ← ZeroCount + 1 ENDIF ENDFOR OUTPUT "The average is ", (TotalValue / 100) OUTPUT "The number of elements with a zero value is ", ZeroCount</pre> <p>One mark for each of the following:</p> <ol style="list-style-type: none"> 1 Both initialisations 2 Loop 100 times 3 Adding individual element to TotalValue in a loop 4 Check if element value is zero in a loop 5 If so increment ZeroCount in a loop 6 Average is calculated after the loop 7 Both OUTPUT statements, including message and variables 	7
3(b)	<pre><u>PROCEDURE ScanArray</u> (<u>BYREF AverageValue: REAL</u>, <u>BYREF ZeroCount: INTEGER</u>, <u>ArrayName : ARRAY</u>)</pre> <p>One mark for each underlined part</p> <p>Names unimportant but first two parameters must be BYREF</p>	4

Question	Answer	Marks
4(b)	<pre> DECLARE Code : ARRAY[1:500, 1:4] OF STRING DECLARE RowIndex : INTEGER DECLARE ColIndex : INTEGER FOR RowIndex ← 1 TO 500 FOR ColIndex ← 1 TO 4 Code[RowIndex, ColIndex] ← "Empty" ENDFOR ENDFOR </pre> <p>One mark for each of the following:</p> <ol style="list-style-type: none"> 1 Array declaration 2 Additional local variable 3 Nested loops 4 Array element assignment within the inner loop <p>RowIndex and ColIndex can be interchangeable</p>	4
4(c)	Adaptive Maintenance	1

Question	Answer	Marks
5(a)	<ul style="list-style-type: none"> • Saves development time / no need to write it / can't write it... • Pre-compiled and tested / Increased reliability / reduces chance of error • Is available to all programs 	3
5(b)	<pre> PROCEDURE TestRand() DECLARE MyArray : ARRAY [1:50] OF BOOLEAN DECLARE Attempts : INTEGER DECLARE NumFound : INTEGER DECLARE ThisRndNumber : INTEGER DECLARE Index : INTEGER FOR Index ← 1 TO 50 Myarray[Index] ← FALSE ENDFOR NumFound ← 0 Attempts ← 0 WHILE NumFound < 50 ThisRndNumber ← 1 + INT(RAND(50)) Attempts ← Attempts + 1 IF MyArray[ThisRndNumber] = FALSE THEN MyArray[ThisRndNumber] ← TRUE NumFound ← NumFound + 1 ENDIF ENDWHILE OUTPUT "Number of calls to RAND() was ", Attempts ENDPROCEDURE </pre> <p>1 mark for each of the following:</p> <ol style="list-style-type: none"> 1 Declaration of array of 50 elements 2 Loop to initialise array 3 Conditional loop stopping when all numbers generated 4 Generate a random integer in the range 1 to 50 in a loop 5 Count each call to RND () in a loop 6 check if the number has already been generated in a loop 7 if true, record as generated in a loop 8 Output a message plus the Attempts outside a loop 	8

Question	Answer	Marks
6(a)	One mark for each of: 1 To make a more manageable / understandable solution 2 Subroutine may be (independently) tested and debugged 3 Program is easier to maintain	3
6(b)	<p>'Pseudocode' solution included here for development and clarification of mark scheme. Programming language example solutions appear in the Appendix.</p> <pre> FUNCTION FindCD(SearchCDArtist : STRING, SearchCDTitle : STRING) RETURNS STRING DECLARE CDTitle : STRING DECLARE CDArtist : STRING DECLARE CDLocation : STRING DECLARE Location : STRING Location ← "" OPENFILE "MyCDs.txt" FOR READ WHILE NOT EOF ("MyCDs.txt") AND Location = "" READFILE "MyCDs.txt", CDArtist READFILE "MyCDs.txt", CDTitle READFILE "MyCDs.txt", CDLocation IF SearchCDArtist = CDArtist AND SearchCDTitle = CDTitle THEN Location ← CDLocation ENDIF ENDWHILE CLOSEFILE ("MyCDs.txt") RETURN Location ENDFUNCTION </pre> <p>One mark for each of the following:</p> <ol style="list-style-type: none"> 1 Function header and close (where appropriate), including parameters 2 Declaration of local <code>STRING</code> variables for <code>CDArtist</code> and <code>CDTitle</code> 3 <code>OPEN</code> and <code>CLOSE</code> file for reading (Allow <code>MyCDs</code> or <code>MyCDs.txt</code>) 4 (<code>WHILE</code>) loop checking for <code>EOF</code> 5 read three lines from file in a loop 6 compare search values with file values in a loop... 7 ...If true, set <code>Location</code> and exit loop in a loop 8 Return <code>Location</code> 	8

Program Code Example Solutions**Q6 (b) (i): Visual Basic**

```
Function FindCD(SearchCDArtist As String, SearchCDTitle As String) As
String
```

```
    Dim CDTitle As String
    Dim CDArtist As String
    Dim CDLocation As String
    Dim Location As String
```

```
    Location = ""
    FileOpen(1, "MyCDs.txt", OpenMode.Input)
```

```
    Do While Not EOF(1) And Location = ""
        CDArtist = LineInput(1)
        CDTitle = LineInput(1)
        CDLocation = LineInput(1)
```

```
        If SearchCDArtist = CDArtist And SearchCDTitle = CDTitle Then
            Location = CDLocation
        End If
```

```
    Loop
    FileClose(1)
```

```
EndFunction
```

Q6 (b) (i): Python

```
def FindCD(SearchCDArtist, SearchCDTitle):
```

```
    # CDTitle, CDArtist, CDLocation, Location : string
```

```
    Location = ""
    myFile = open("MyCDs.txt", 'r')
    while True:
        # or Location == "":
        CDArtist = myFile.readline()
```

```
        if CDArtist == "":
            break
        else:
```

```
            CDTitle = myFile.readline()
            CDLocation = myFile.readline()
```

```
            if SearchCDArtist == CDArtist.strip() and SearchCDTitle ==
                CDTitle.strip():
```

```
                Location = CDLocation
```

```
    myFile.close
    return (Location)
```

Q6 (b) (i): Pascal

```
function FindCD(SearchCDArtist, SearchCDTitle:string): string;

var
  CDTitle, CDArtist, CDLocation, Location : string;
  FileHandle : TextFile;

begin
  Location := '';
  AssignFile(FileHandle, 'MyCDs.txt');
  Reset (FileHandle);

  while not eof(FileHandle) and (Location = '') do
  begin
    readln(FileHandle, CDArtist);
    readln(FileHandle, CDTitle);
    readln(FileHandle, CDLocation);
    if (SearchCDArtist = CDArtist) and (SearchCDTitle = CDTitle)
then
      Location := CDLocation;
    end;

    Close (FileHandle);
    FindCD := Location;

  end;
```