
Section B

You are advised to spend no more than **20 minutes** on this section.

Type your answers in your Electronic Answer Document. You **must save** this document at regular intervals.

The question in this section asks you to write program code **starting from a new program/project/file**.

Question 1

Create a folder/directory **Question1** for your new program.

The variable table, **Table 1**, and the Structured English algorithm, **Figure 1**, describe a linear search algorithm that could be used with a simplified version of the Dice Cricket game to find out if a particular player's name appears in the high score table.

In this simplified version only the names of the players getting a top score are stored. Their scores are **not** stored.

Table 1

Identifier	Data Type	Purpose
Names	Array[1..4] of String	Stores the names of the players who have one of the top scores
PlayerName	String	Stores the name of the player being looked for
Max	Integer	Stores the size of the array
Current	Integer	Indicates which element of the array <code>Names</code> is currently being examined
Found	Boolean	Stores <code>True</code> if the player's name has been found in the array, <code>False</code> otherwise

Figure 1

```
Names[1] ← 'Ben'
Names[2] ← 'Thor'
Names[3] ← 'Zoe'
Names[4] ← 'Kate'
Max ← 4
Current ← 1
Found ← False
OUTPUT 'What player are you looking for?'
INPUT PlayerName
WHILE (Found = False) AND (Current ≤ Max)
    IF Names[Current] = PlayerName
        THEN Found ← True
        ELSE Current ← Current + 1
    ENDIF
ENDWHILE
IF Found = True
    THEN OUTPUT 'Yes, they have a top score'
    ELSE OUTPUT 'No, they do not have a top score'
ENDIF
```

What you need to do

Write a program for the above algorithm.

Test the program by searching for a player named 'Thor'.

Test the program by searching for a player named 'Imran'.

Save the program in your new **Question1** folder/directory.

Evidence that you need to provide

Include the following in your Electronic Answer Document.

1 1	Your PROGRAM SOURCE CODE.	(11 marks)
1 2	SCREEN CAPTURE(S) for the test searching for 'Thor'.	(2 marks)
1 3	SCREEN CAPTURE(S) for the test searching for 'Imran'.	(2 marks)