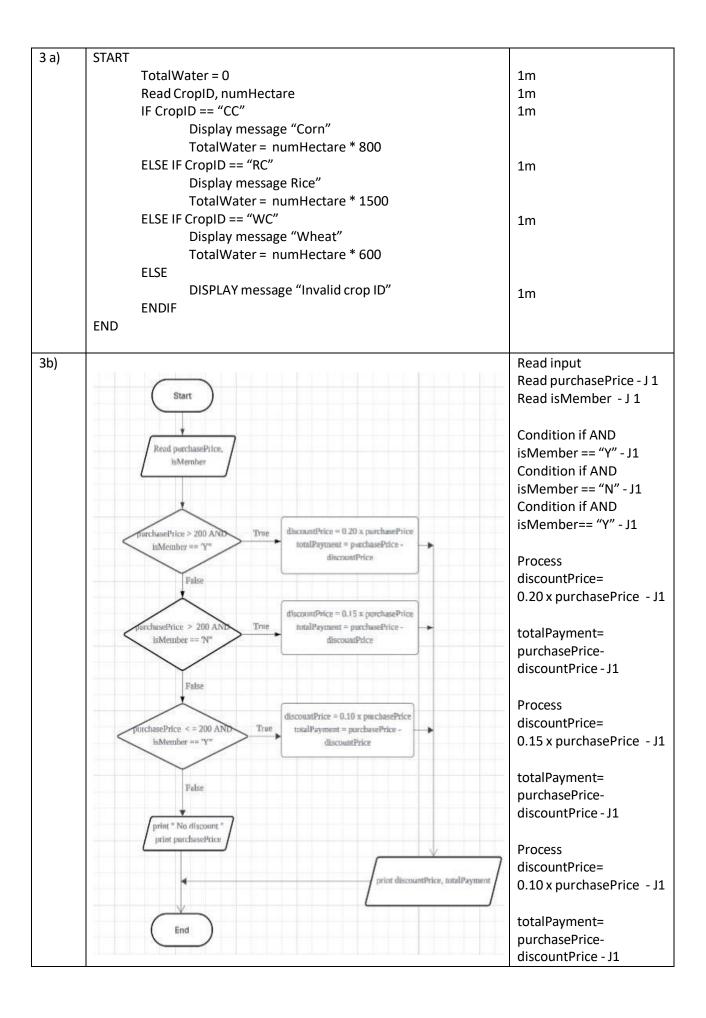
No.	Answers			Marks Allocation
1 a)	Aspect	Procedural Programming	Object-Oriented Programming	Each column 1 mark
	Code Reusability	Achieved through pure functions and higher-order functions, promoting modularity. Limited to function reuse.	Achieved through inheritance and polymorphism, allowing code reuse across multiple classes.	
1 b)	Scenario	Type of Programming	Example of Programming	Each column 1 mark
	Developer X is required to design an <b>online</b> shopping system that tracks user interactions, manages cart items, and processes orders dynamically.	Language Paradigm Object-Oriented Programming (OOP)	Language  Java, Python	
	Developer Y is assigned to create a temperature conversion tool that follows a step-by-step process and calls functions for calculations.	Procedural Programming	C, Pascal	
2 a)				
	Input - number of hours the air conditioner is used			1m
	Process - calculate the number of hours the ai	2 m		
	Output - total electricity cost for the day			1m
2 b)	Input - gas pressure reading			1m
	Process - repeat for even - determine w display statu	1m 1+1m		
	Output - trigger alert if if the pressur	1m 1m		
	OR	OR		
	Output - message "Ale	2m		



0.5 print tot 0.5 print " N 0.5 print pur 0.5  True / Fa	countPrice - J alPayment - J lo discount " - J rchasePrice - J alse ( 3 pair) - J1
	pair J0.5
illogical	flow J1
4 a) i) 5 1m	
2.5 1m	
4 a) ii)   i = 2   0.5m	
while(i < listStudents - 1)	
print(i) 0.5m	
i = i + 2	
4b (i) $y = 3x^5 + 4x^2 - 9$ 3* (Mat	th.pow(x,5) 1m
y = (3* (Math.pow(x,5)) + (4*(Math.pow(x,2))) - 9; 4*(Mat	h.pow(x,2) 1m
4b(ii) $y = \frac{x^{-2} - 16x + 64}{2x - 16}$ y= 0.5 r	n
y = ((x*x) - (16*x) + 64)/(2*x - 16); (x*x) 0.	5 m
((x*x) -	(16*x) + 64)
0.5 m	
(2*x -16	5) 0.5m
5 a	::al:-a aaataa
301130 010	ialize counter -
	ndition-1m,
for i in range(1, 6):	ent-1m)
totalSale = float(input("Enter total sales: "))	ut statement
bonus - 0.2 totalsuic	
print(f"Bonus is RM: {bonus}")	
<b>1m</b> - per	rform
express	
bonus	
bonus	put statement

5b	<pre>code = 0 qty = 0 totalPrice = 0.0 code = int(input("Enter destination code: ")) qty = int(input("Enter tickets quantity: ")) if code == 1000:     totalPrice = qty * 60.00 * 1.05 elif code == 110:     totalPrice = qty * 85.00 * 1.05 elif code == 111:     totalPrice = qty * 70.00 * 1.05 print(f"Total ticket price is RM: {totalPrice}")</pre>	1/2m- input statement code  1/2m- input statement qty 1/2m- if statement 1/2m- expression 1/2m-else if statement 1/2m- expression 1/2m-else if statement 1/2m- expression 1/2m- output statement
6	<pre>total = 0.0 count = 0 average = 0.0  sale = float(input("Enter sale amount (0 to stop): "))  while sale != 0:     total = total + sale     count = count + 1     sale = float(input("Enter sale amount (0 to stop): "))  average = total / count  print(f"Total sales: RM {total}") print(f"Number of transactions: {count}") print(f"Average sale: RM {average}")</pre>	J0.5 - Correct total variable initialization  J0.5 - Correct count variable initialization  J0.5 - Correct average variable initialization  J1 - Correct first input (prime input)  J2 - Correct while loop with sentinel condition  J1.5 - Correct accumulation for total
		J1 - Correct counter increment  J1 - Correct input inside loop  J1 - Correct average formula  J1 - Correct all three outputs