
COMPUTER SCIENCE

9608/41

Paper 4 Written Paper

October/November 2016

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.

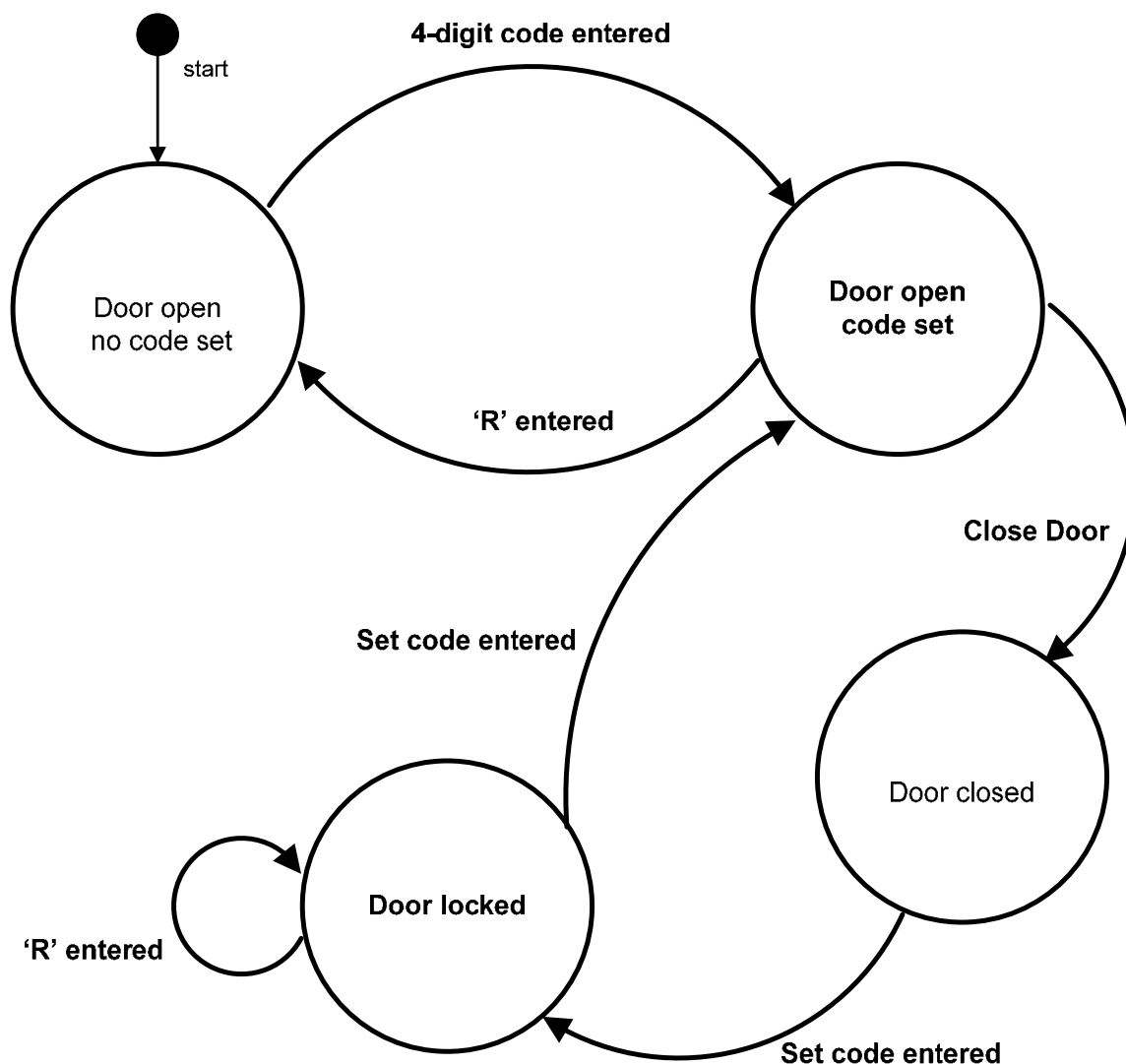
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1 (a) 1 mark for both Set code entered correct. 1 mark for each label.

[7]



- (b) (i) 1 mark per bullet to max 3
- Method header
 - initialising Code to ""
 - initialising State to "Open-NoCode"
- e.g.

[3]

PYTHON:

```

def __init__(self):
    self.__code = ""
    self.__state = "Open-NoCode"

```

PASCAL/DELPHI:

```

constructor SafetyDepositBox.Create();
begin
    Code := '';
    State := 'Open-NoCode';
end;

```

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VB:

```
Public Sub New()
    Code = ""
    State = "Open-NoCode"
End Sub
```

(ii) 1 mark per bullet to max 2

[2]

- method header
 - Setting code to ""
- e.g.

PYTHON:

```
def reset(self):
    self.__code = ""
```

PASCAL/DELPHI:

```
procedure SafetyDepositBox.Reset();
begin
    Code := '';
end;
```

VB:

```
Public Sub Reset()
    Code = ""
End Sub
```

(iii) 1 mark per bullet to max 2

[2]

- method header with parameter
 - setting state to parameter value
 - Outputting state
- e.g.

PYTHON:

```
def SetState(self, NewState):
    self.__state = NewState
    print(self.__state)
```

PASCAL/DELPHI:

```
Procedure SetState(NewState : String);
begin
    State := NewState
    WriteLn(State)
end;
```

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VB:

```
Public Sub SetState(ByVal
NewState As String)
    State = NewState
    Console.WriteLine(State)
End Sub
```

VB:

```
Private _State As String
    Public Property State() As
String
        Get
            Return _State
        End Get
        Set(value As String)
            _State = value
        End Set
    End Property
Public Sub SetState()
    Console.WriteLine(Me.State)
End Sub
```

- (iv) 1 mark per bullet to max 2
- setting code to parameter
 - Outputting New cost set and code e.g.

[2]

PYTHON:

```
def SetNewCode(self, NewCode):
    self.__code = NewCode
    print("New code set: ", self.__code)
```

PASCAL/DELPHI:

```
procedure SetNewCode(NewCode : String);
begin
    Code := NewCode;
    WriteLn('New code set: ', Code)
end;
```

VB:

```
Public Sub SetNewCode(NewCode)
    Code = NewCode
    Console.WriteLine("New code set: " & Code)
End Sub
```

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(v) 1 mark per bullet to max 4 [4]

- function header taking string parameter, returns Boolean
- check length of string is 4
- check each character is a digit
- return of correct Boolean value for both cases
e.g

PYTHON:

```
def __valid(self, s):
    digits = ['0','1','2','3','4','5','6','7','8','9']
    isValid = False
    if (len(s) == 4):
        if (s[0] in digits) & (s[1] in digits) & (s[2] in digits) &
            (s[3] in digits):
            isValid = True
    return(isValid)
```

PASCAL/DELPHI:

```
function Valid(s : string) : Boolean;
var isValid : Boolean; i : integer;
begin
    isValid := False
    if Length(s) = 4
    then
        begin
            isValid := True;
            For i := 1 to 4 do
                if (s[i] < '0') OR (s[i] > '9')
                then
                    isValid := False;
            end;
        end;
end;
```

VB: *ByVal optional*

```
Public Function valid(ByVal s As String) As Boolean
    If s Like "####" Then
        Return True
    Else
        Return False
    End If
End Function
```

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(vi) 1 mark per bullet to max 12 [12]

- read Chars from keyboard
- check if 'R' and state = Open-CodeSet
 - call method Reset() & method SetState
- if Chars is the set code:
 - check if locked
 - set state to Open-CodeSet
 - else if closed
 - then set state to Locked
- if Chars is empty and State is "Open-CodeSet" then setState to closed
- if Chars is a valid 4-digit code and state is Open-NoCode
 - call setNewCode and SetState
- outputting correct error messages for not valid 4-digit and state is not Open-NoCode e.g.

PYTHON:

```
def StateChange(self):
    Chars = input("Enter code: ")
    if Chars == "R":
        if self.__state == "Open-CodeSet":
            self.reset()
            self.SetState("Open-NoCode")
    elif Chars == self.__code:
        if self.__state == "Locked":
            self.SetState("Open-CodeSet")
        elif self.__state == "Closed":
            self.SetState("Locked")
    elif (Chars == "")
        & (self.__state == "Open-CodeSet"):
        self.SetState("Closed")
    elif self.__valid(Chars):
        if self.__state == "Open-NoCode":
            self.SetNewCode(Chars)
            self.SetState("Open-CodeSet")
        else:
            print("Error - does not match set code")
    else:
        print("Error - Code format incorrect")
```

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PASCAL/DELPHI:

```

Procedure StateChange();
var Chars : String;
begin
    ReadLn(Chars);
    If Chars = 'R' Then
        If State = 'Open-CodeSet' Then
            begin
                Reset();
                SetState('Open-NoCode');
            end
        Else
            If Chars = Code Then
                If state = 'Locked' Then
                    SetState('Open-CodeSet')
                Else
                    If state = 'Closed' Then
                        SetState('Locked')
                    Else
                        If (Chars = '') AND (State = 'Open-CodeSet') Then
                            SetState('Closed')
                        Else
                            If Valid(Chars) Then
                                begin
                                    If State == 'Open-NoCode' Then
                                        begin
                                            SetNewCode(Chars);
                                            SetState('Open-CodeSet');
                                        end
                                    else
                                        WriteLn('Error - does not match set code')
                                end
                            Else
                                WriteLn('Error - Code format incorrect');
                        end;
                    end
                end
            end
        end
    end;

```

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VB:

```
Public Sub StateChange()
    Dim Chars As String
    Chars = Console.ReadLine()
    If Chars = "R" Then
        If State = "Open-CodeSet" Then
            Reset()
            SetState("Open-NoCode")
        End If
    ElseIf Chars = Code Then
        If state = "Locked" Then
            SetState("Open-CodeSet")
        ElseIf state = "Closed" Then
            SetState("Locked")
        End If
    ElseIf (Chars = "") AND (State = "Open-CodeSet") Then
        SetState("Closed")
    ElseIf Valid(Chars) Then
        If State == "Open-NoCode" Then
            SetNewCode(Chars)
            SetState("Open-CodeSet")
        Else
            Console.WriteLine("Error - does not match set code")
        End If
    Else
        Console.WriteLine("Error - Code format incorrect")
    End If
End Sub
```

(vii) **1 mark per bullet to max 4**

[4]

- method header
 - Initialising ThisSafe to instance of SafetyDepositBox
 - Loop forever
 - Call method StateChange on ThisSafe
- e.g.

PYTHON:

```
def main():
    ThisSafe = SafetyDepositBox()
    while True:
        ThisSafe.StateChange()
```

PASCAL/DELPHI:

```
var ThisSafe : SafetyDepositBox;
ThisSafe := SafetyDepositBox.Create;
while True do
    ThisSafe.StateChange;
```


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VB:

```
Sub Main()
    Dim ThisSafe As New SafetyDepositBox()
    Do
        ThisSafe.StateChange()
    Loop
End Sub
```

- (c) (i) 1 mark per bullet to max 2: [2]
- The attributes can only be accessed in the class
 - Properties are needed to get/set the data // It provides/uses encapsulation
 - Increase security/integrity of attributes

- (ii) 1 mark per bullet [2]
- The public methods can be called anywhere in the main program // Public methods can be inherited by sub-classes
 - The private methods can only be called within the class definition // cannot be called outside the class definition // Private methods cannot be inherited by sub-classes

- 2 (a) (i) 1 mark per feature to max 3 [3]
e.g.

- auto-indent
 - auto-complete / by example
 - colour-coded keywords/ strings/ comments/ built-in functions/ user-defined function names
 - pop-up help
 - can set indent width
 - expand/collapse subroutines/code
 - block highlighting
- incorrect syntax highlighting/underlining // dynamic syntax checker

- (ii) Read and mark the answer as one paragraph. Mark a 'how' and a 'when' anywhere in the answer. [2]

1 mark for when, 1 mark for how.

e.g.

When:

- the error has been typed
- when the program is being run/compiled/interpreted

How:

- highlights/underlines
- displays error message/pop-up

(iii)

A	B	C
Line 3	Line 5	Line 4
while (Index == -1) & (Low <= High):	WHILE (Index = -1) AND (Low <= High) DO	DO WHILE (Index = - 1) AND (Low <= High)

[1]

[1]

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- (b) (i) Python: compiled/interpreted [1]
 VB.NET: compiled
 Pascal: compiled/interpreted
 Delphi: compiled/interpreted

(ii)

Logic error	Logic error	Logic error	[1]
11 return(Index)	14 Result := Index;	14 BinarySearch = Index	[1]

(iii) 1 mark for each name, 1 for each description [4]

- breakpoint
- a point where the program can be halted to see if the program works at this point
- stepping / step through
- executes one statement at a time and then pauses to see the effect of each statement
- variable watch window
- observe how variables changed during execution

3

START:	LDR	#0	// initialise index register to zero	[1]
	LDM	#0	// initialise COUNT to zero	[1]
	STO	COUNT		
LOOP1:	LDX	NAME	// load character from indexed address NAME	[1]
	OUT		// output character to screen	[1]
	INC	IX	// increment index register	[1]
	LDD	COUNT	// increment COUNT starts here	
	INC	ACC		[1]
	STO	COUNT		
	CMP	MAX	// is COUNT = MAX?	[1]
	JPN	LOOP1	// if FALSE, jump to LOOP1	[1]
REVERSE:	DEC	IX	// decrement index register	[1]
	LDM	#0	// set ACC to zero	[1]
	STO	COUNT	// store in COUNT	
LOOP2:	LDX	NAME	// load character from indexed address NAME	[1]
	OUT		// output character to screen	
	DEC	IX	// decrement index register	[1]
	LDD	COUNT	// increment COUNT starts here	
	INC	ACC	//	[1]
	STO	COUNT	//	
	CMP	MAX	// is COUNT = MAX?	[1]
	JPN	LOOP2	// if FALSE, jump to LOOP2	
	END		// end of program	[1]
COUNT:				
MAX:	4			
NAME:	B01000110		// ASCII code in binary for 'F'	
	B01010010		// ASCII code in binary for 'R'	
	B01000101		// ASCII code in binary for 'E'	
	B01000100		// ASCII code in binary for 'D'	

[Max 15]

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4

	Acceptance testing	Integration testing	
Who	The end user // user of the software	The programmer / in-house testers	[1] + [1]
When	When the software is finished/ when it is installed	When the separate modules have been written and tested	[1] + [1]
Purpose	To ensure the software is what the customer ordered // to check that the software meets the user requirements	To ensure the modules work together as expected	[1] + [1]