#### **CAMBRIDGE INTERNATIONAL EXAMINATIONS**

**Cambridge International Advanced Level** 

# MARK SCHEME for the May/June 2015 series



## 9608 COMPUTER SCIENCE

9608/41

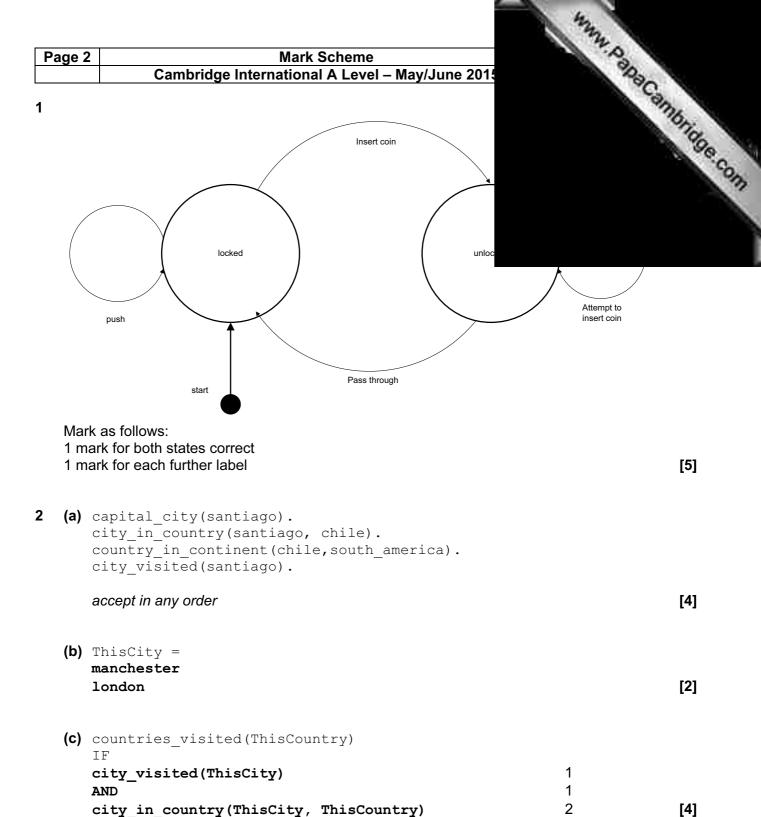
Paper 4 (Written Paper), maximum raw mark 75

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 will not enter into discussions about these mark schemes.

Cambridge is publishing the mark schemes for the May/June 2015 series for most Cambridge IGCSE<sup>®</sup>, Cambridge International A and AS Level components and some Cambridge O Level components.



Page 3	Mark Scheme
	Cambridge International A Level – May/June 2015
3 (a)	

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age 3			ark Sche					. A.	
	Cambridge	nternation	onal A L	evel – Ma	ay/June	2015		3	30
(a)									ambri
SL	goods totalling more than \$20	Υ	Y	Y	Υ	1			a Cambrid
Conditions	goods totalling more than \$100	Υ	Y	Ν	N	ì			
	have discount card	Υ	N	Y	N	1			
	No discount				Х	Х	х	х	х
Actions	5% discount		Х	X					
7	10% discount	X							
		1 mark	1 mark	1 mark			1 mark		

(b)

SI	goods totalling more than \$20	Υ	Y	Υ	Y	N		
Conditions	goods totalling more than \$100	Y	Υ	N	N	-		
ŏ	have discount card	Y	Z	Y	Z	1		
	No discount				Х	х		
Actions	5% discount		х	х				
	10% discount	Х						

[5] 1 mark per column

[4]

Page 4 **Mark Scheme** Cambridge International A Level – May/June 2015

## (c) Example Pascal

FUNCTION Discount (GoodsTotal: INTEGER; HasDisc INTEGER;

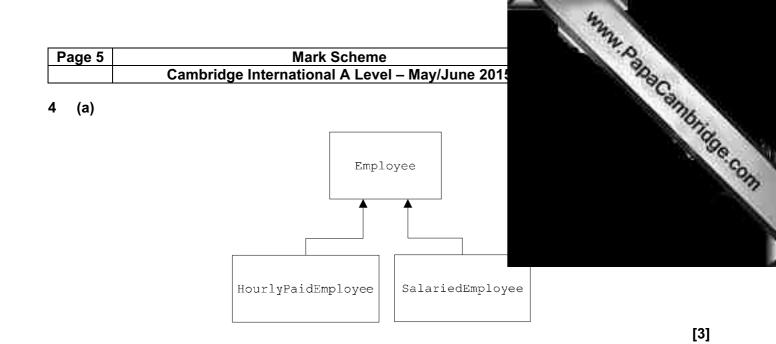
```
www.PapaCambridge.com
      BEGIN
             IF GoodsTotal > 20
(1)
(1)
             THEN
(2)
                 IF GoodsTotal > 100
                     THEN
(2)
(3)
                        IF HasDiscountCard = TRUE
                            THEN
(3)
(3)
                               Discount := 10
(3)
                            ELSE
(3)
                               Discount := 5
(2)
                            ELSE
                               IF HasDiscountCard = TRUE
(4)
(4)
                            THEN
(4)
                               Discount := 5
(4)
                            ELSE
(4)
                               Discount := 0
(1)
                     ELSE
(1)
                        Discount := 0;
      END;
```

### **Example Python**

def Discount(GoodsTotal, HasDiscountCard) :

```
(1)
      if GoodsTotal > 20:
          if GoodsTotal > 100:
(2)
              if HasDiscountCard == True:
(3)
(3)
                 return 10
(3)
              else:
(3)
                 return 5
(2)
              else:
                 if HasDiscountCard == TRUE:
(4)
(4)
                     return 5
(4)
                 else:
(4)
                     return 0
(1)
      \else:
          return 0
(1)
```

[6]



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## (b) Example Pascal

```
Type
Employee = CLASS

PUBLIC

procedure SetEmployeeName
Procedure SetEmployeeID
Procedure CalculatePay
PRIVATE
EmployeeName: STRING
EmployeeID: STRING
AmountPaidThisMonth: Currency
END;
```

#### Mark as follows:

```
Class header
PUBLIC and PRIVATE used correctly
EmployeeName + EmployeeID
AmountPaidThisMonth
(1 mark)
Methods x 3
(1 mark)
```

#### Example VB

```
Class Employee
Private EmployeeName As String
Private EmployeeID As String
Private AmountPaidThisMonth As Decimal
Public Sub SetEmployeeName()
End Sub
Public Sub SetEmployeeID()
End Sub
Public Sub CalculatePay()
End Sub
```

#### **Example Python**

```
Class Employee():
    def __init__ (self):
        self.__EmployeeName = ""
        self.__EmployeeID = ""
        self.__AmountPaidThisMonth = 0
    def SetEmployeeName(self, Name):
        self.__EmployeeName = Name
    def SetEmployeeID(self, ID):
        self.__EmployeeID = ID
    def SetAmountPaidThisMonth(self, Paid):
        self.__AmountPaidThisMonth = Paid
```

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[max 5]

(c) (i) HoursWell Hourly SetHour Calcul SetPay (ii) Annual SetSal Calcul (d) Polymorphis (a) (i) FOR The Pois WHITE ENDEOR 1 mark is not The Inner	PayRate rsWorked atePay: Override Rate Salary ary atePay: Override	[1]	cor
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Calcul SetPay  (ii) Annual SetSal Calcul  (d) Polymorphis  (a) (i) FOR Th // Ten Poi  WHI  ENDFOR 1 mark is it is not The Inne	atePay: Override  Rate  Salary ary atePay: Override  m  disPointer ← 2 TO 10	[1]	COL
(ii) Annual SetSal Calcul  (d) Polymorphis  (a) (i) FOR The Point WHITE SENDER A mark in the Innual SetSal Calcul  (ii) The out it is not The Innual SetSal Calcul  (iii) The out it is not The Innual SetSal Calcul  (iii) The out it is not The Innual SetSal Calcul  (iii) The out it is not The Innual SetSal Calcul  (iii) The Innual SetSal Calcul  (iiii) The Innual SetSal Calcul  (iiii) The Innual SetSal Calcul  (iiiiii The Innual SetSal Calcul  (iiii The Innual SetSal Calcul  (iii The Innual SetSal Calcu	Rate Salary ary atePay: Override  m  disPointer ← 2 TO 10	[1]	COL
(ii) Annual SetSal Calcul  (d) Polymorphis  (a) (i) FOR The // // // Ten Pois  WHITH Pois A mark is it is not The Inner	Salary ary atePay: Override  m  disPointer ← 2 TO 10	[1]	
SetSal Calcul  (d) Polymorphis  (a) (i) FOR Th // Ten Poi  WHI  END END 1 mark i it is not The Inn	ary atePay: Override  m  disPointer ← 2 TO 10	[1]	
Calcul  (d) Polymorphis  (a) (i) FOR Th // Ten Poi  WHI  END FOR 1 mark i it is not The Inne	atePay : Override  m  disPointer ← 2 TO 10		
(d) Polymorphis  (a) (i) FOR The ///	sm sisPointer ← 2 TO 10		
(a) (i) FOR Th // Ten Poi WHI  END END 1 mark i it is not The Inn	isPointer ← 2 TO <b>10</b>		
(a) (i) FOR Th // Ten Poi WHI  END FOR 1 mark is it is not The Inn	isPointer ← 2 TO <b>10</b>		
ENDER THE OUT IT IN THE INDER THE IN		ah ia ta	
// Ten Poi WHI  ENI // Nan ENDFOR 1 mark i it is not The Inne	use a temporary variable to store item which	sh is to	
ENI  // Nam ENDFOR 1 mark i it is not The Inne		III IS CO	
Poi WHI  ENI  // Nam ENDFOR 1 mark i it is not The Inne	be inserted into its correct location		
ENI  // Nam ENDFOR 1 mark i (ii) The out it is not The Inne	np ← NameList[ThisPointer]		
ENI  // Nan ENDFOR 1 mark i  (ii) The out it is not The Inne	nter ← ThisPointer - 1		
// Nan ENDFOR 1 mark i (ii) The out it is not	TLE (NameList[Pointer] > Temp) AND (Pointer	> 0)	
// Nan ENDFOR 1 mark i (ii) The out it is not	// move list item to next location		
// Nan ENDFOR 1 mark i (ii) The out it is not	NameList[Pointer + 1]   NameList[Pointer]		
// Nan ENDFOR 1 mark i (ii) The out it is not	Pointer ← Pointer - 1		
Nam ENDFOR 1 mark i (ii) The out it is not	DWHILE		
Nam ENDFOR 1 mark i  (ii) The out it is not			
ENDFOR  1 mark if  (ii) The out it is not  The Inne	insert value of Temp in correct location		
1 mark in the out it is not the Inner in the	neList[ <b>Pointer + 1</b> ] <b>Temp←</b>		
(ii) The out it is not The Inn			
it is not	for each gap filled correctly	[7]	
	er loop (FOR loop) is executed 9 times dependant on the dataset	(1 mark) (1 mark)	
as the c	er loop (WHILE loop) is not entered	(1 mark)	
	anadoko ana na adina adina kalana ak kisa kisaka manancinakan	(1 mark) <b>[max 3]</b>	
(b) (i) outer lo	ondition is already false at the first encounter	(1 mark)	
inner loo not dep	ondition is already faise at the first encounter op is executed 9 times	(1 mark) (1 mark) <b>[max 2]</b>	

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(ii) NumberOfItems ← 10
| REPEAT | NoMoreSwaps ← TRUE |

| FOR Pointer ← 1 TO NumberOfItems - 1 |
| If NameList[Pointer] > NameList[Pointer] |
| THEN | NoMoreSwaps ← FALSE |
| Temp ← NameList[Pointer] | NameList[Pointer] |
| NameList[Pointer] ← NameList[Pointer] |

NameList[Pointer + 1] ← Temp

NumberOfItems ← NumberOfItems - 1

## Mark as follows:

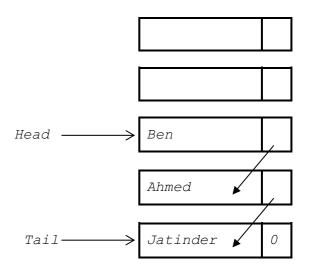
ENDIF

UNTIL NoMoreSwaps = TRUE

ENDFOR

•	change outer loop to a REPEAT/WHILE loop	(1 mark)	
•	FOR loop has variable used for final value	(1 mark)	
•	Initialise Boolean variable to TRUE	(1 mark)	
•	set Boolean variable to FALSE in correct place	(1 mark)	
•	number of items to consider on each pass decrements	(1 mark)	
•	Correct stopping condition for REPEAT loop	(1 mark)	[max 5]

6 (a)



1 mark for Head and Tail pointers 1 mark for 3 correct items – linked as shown 1 mark for correct order with null pointer in last nod

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) (i)					W. Papa Cambridge
				ieue	100g
	HeadPointer		Name	Po:	
	0	[1]			
		[2]			
	TailPointer	[3]			
	0	[4]		5	
		[5]		6	
	FreePointer	[6]		7	
	1	[7]		8	
		[8]		9	
		[9]		10	
		[10]		0	

Mark as follows:

ENDPROCEDURE

HeadPointer = 0 & TailPointer = 0

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```
FreePointer assigned a value
   Pointers[1] to [9] links the nodes together
                                                                      [4]
   Pointer[10] = 'Null'
(ii) PROCEDURE RemoveName()
      // Report error if Queue is empty
      (IF HeadPointer = 0
          THEN
             Error
          ELSE
             OUTPUT Queue [HeadPointer]. Name
             // current node is head of queue
             CurrentPointer ← HeadPointer
             // update head pointer
             HeadPointer ← Queue[CurrentPointer].Pointer
             //if only one element in queue, then update tail pointer
             IF HeadPointer = 0
                THEN
                    TailPointer ← 0
             ENDIF
                 // link released node to free list
                Queue[CurrentPointer].Pointer ← FreePointer
             FreePointer ← CurrentPointer
      ENDIF
```

[max 6]