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9608 Specimen paper 4
1c
      procedure BinarySearch(Low, High: integer);
         var ItemFound, SearchFailed : Boolean;
         var Middle : integer;
      begin
         ItemFound := False;
         SearchFailed := False;
         Middle := (Low + High) DIV 2;
         if SearchData[Middle] = SearchItem
            then
               Found := True
            else
                if Low >= High
                   then
                      SearchFailed := True
                   else
                      if SearchData[Middle] < SearchItem</pre>
                         then
                            BinarySearch(Middle + 1, High)
                         else
                            BinarySearch(Low, Middle - 1);
      end;
2c
      function Reject: Boolean;
      begin
       if ((G1Tests = True) and (G2Tests = False)
          and (G3Tests = False) or (G1Tests = False))
          then
             Reject := True
          else
             Reject := False;
      end;
      interface
5b
      type PassengerVehicle = class
      private
         regNo : String;
         noOfSeats : Integer;
      public
         procedure showRegNo;
         procedure showNoOfSeats;
      end;
      implementation
      procedure PassengerVehicle.showRegNo;
      begin
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WriteLn(regNo);
      end;
      procedure PassengerVehicle.showNoOfSeats;
      begin
         WriteLn(noOfSeats);
      end;
      end.
5c
      interface
      type Bus = class(PassengerVehicle)
      private
         maxStanding : integer;
      public
         constructor Create(r : string; n, m : integer);
         procedure showMaxStanding;
      end;
      implementation
      constructor Bus.Create(r : string; n, m : integer);
      begin
         inherited create(r,n);
         maxStanding := m;
      end;
      procedure Bus.showMaxStanding;
      begin
         WriteLn(maxStanding);
      end;
      end.
5di
      var pv1 : bus;
      pv1 := Bus.Create('NBR 123', 51, 10);
5dii
      pv1.showRegNo;
      pv1.showNoOfSeats;
      pv1.showMaxStanding;
```