

## Specific marking instructions

### Task 1 – software design and development

| Task | Expected response  | Max mark | Additional guidance  |
|------|--|----------|--|
| 1a   | <ul style="list-style-type: none"> <li>◆ Inputs (both required)                             <ul style="list-style-type: none"> <li>– duration of training session</li> <li>– duration of each song</li> </ul> </li> <li>◆ Process (any 3 required)                             <ul style="list-style-type: none"> <li>– add up the duration of all songs</li> <li>– compare total to the duration of training session (is greater than or equal to)</li> <li>– select a random song</li> <li>– calculate the length of the training session to seconds</li> <li>– validate length of training session</li> </ul> </li> </ul> | 2        |  |
| 1b   | <ul style="list-style-type: none"> <li>◆ running total within loop</li> <li>◆ loop terminating when total length of songs is greater or equal to than training session duration</li> <li>◆ output message (enough songs have been entered)</li> </ul>  | 3        | <p>Make sure the condition matches the type of loop (pre or post conditional).</p> <p>If candidate fails to indicate a loop only the 3<sup>rd</sup> bullet can be awarded.</p> |
| 1c   | <ul style="list-style-type: none"> <li>◆ 3, 2:300, 3:400</li> <li>◆ foam message in correct place</li> </ul>   | 2        | <p>Correct order:</p> <ul style="list-style-type: none"> <li>◆ Number of songs 3</li> <li>◆ 2: 300</li> <li>◆ foam message</li> <li>◆ 3:400</li> </ul>                         |

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|------|---|----------|--|
| 1d   | <p><b>Step 2 (3 marks)</b></p> <ul style="list-style-type: none"> <li>◆ conditional loop with correct condition</li> <li>◆ input of training session duration within loop</li> <li>◆ error message displayed inside loop</li> </ul> <p><b>Step 3 (1 mark)</b></p> <ul style="list-style-type: none"> <li>◆ calculate and store training session duration in seconds</li> </ul> <p><b>Step 4 (5 marks)</b></p> <ul style="list-style-type: none"> <li>◆ Initialize songCounter, increment songCounter in loop</li> <li>◆ conditional loop continues iteration while total &lt; duration of training session</li> <li>◆ each song duration stored in array</li> <li>◆ calculate running total in loop</li> <li>◆ using if condition total &gt;= duration of training session, in loop, to display enough songs message</li> </ul> <p><b>Step 5 (6 marks)</b></p> <ul style="list-style-type: none"> <li>◆ display number of songs with message</li> <li>◆ store random number equal to number of songs entered</li> <li>◆ fixed loop for correct number of songs</li> <li>◆ display each song number with colon and song duration, within second loop</li> <li>◆ if statement used to display foam message when randomly selected song number is reached</li> <li>◆ display total (song duration) with message</li> </ul> | 15       | <p>Valid inputs are <math>\geq 10</math> and <math>\leq 30</math></p> <p>Award 1 mark if implemented without loop</p> <p>Ensure condition matches the type of loop used.</p> <p>Could loop for length of array.</p> <p>Example format:<br/>1:300</p> <p>It must be possible for any of the songs to be selected.</p> <p>An alternative solution could make use of the loop variable.</p> |

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|------|---|----------|---|
| 1e   | <p>Efficiency (2 marks)</p> <ul style="list-style-type: none"> <li>♦ two comments on efficiency or inefficiency of own code</li> </ul> <p>Robustness (1 mark)</p> <ul style="list-style-type: none"> <li>♦ comment on one aspect of robustness of own code</li> </ul> | 3        | <p>Candidates require more than “My code...”.</p> <p>Efficiency examples could include comparison of:</p> <ul style="list-style-type: none"> <li>♦ array vs multiple variables</li> <li>♦ nested ifs vs individual ifs</li> <li>♦ use of a loop vs replication of code</li> </ul> <p>Robust examples might refer to:</p> <ul style="list-style-type: none"> <li>♦ input validation for duration of training session</li> <li>♦ lack of validation for other inputs</li> </ul> |