

Date:

Time: -

Level:

Exam Name: ZOMBIES IN POPULAR MEDIA AND MATHEMATICS

Unit refs: ZPMM

INSTRUCTIONS TO CANDIDATES

See Front Page Instruction Samples document [here].

This could include information about:

If question paper needs to be handed in

Questions to answer

Allocation of marks

Where / how to answer questions (e.g. answer books / MCQ answer sheet etc)

Supplied materials

Permitted materials / equipment

Note, this list should be created without bullet points (hence the \item[])

SECTION A

Answer ALL Questions

- **1 Zombies in films**.....(15)
 Consider Zombies in films.
 - 1. a) Name some films with Zombies [5]
 - 1. b) State the average number of characters eaten by a single Zombie in "28 Days Later". Use the following formula: [10]

$$\bar{X} = \frac{1}{n} \cdot \sum_{i=1}^{n} x_i$$

SECTION B

Answer Only ODD numbered questions

Consider the following code segment:

```
#include <iostream>
using namespace std;

int main ()
{
   cout << "Hello World!";
   return 0;
}</pre>
```

- 2. a) In your own words, explain:
 - 2. a) i) Was this code produced by a Zombie? If so, why?

[5]

2. a) ii) How would you improve on the above code?

[5]

 b) Write a page essay on any topic you like. Appropriate use of references required. [10]

[5]

3 Zombie Algorithms.....(15)

3. a) Consider the following algorithm:

```
Require: n \ge 0

Ensure: y = x^n

y \leftarrow 1

X \leftarrow x

N \leftarrow n

while N \ne 0 do

if N is even then

X \leftarrow X \times X

N \leftarrow N/2

else \{N \text{ is odd}\}

y \leftarrow y \times X

N \leftarrow N - 1

end if

end while
```

Describe in your own words the thought processes required for a Zombie to generate this algorithm. How can the promise of fresh brains serve as a motivators? [10]

3. b) Admire our institution's mighty logo:



Draw this in a manner similar to a Zombie. Coloured pens are provided.

Name of Unit leader . . . Anne Onymous