



***(National Council for Vocational Awards)***



**MARKING SCHEME & SOLUTIONS**

# **Computer Programming C20013**

**Theory Examination 2006**

# **Duration: Two Hours**

**INSTRUCTIONS TO CANDIDATES:**

*Answer any **three** questions*

*All questions carry equal marks*

**Answer the questions using the spaces in this exam booklet**

**Return this question & answer paper when finished**

**This written exam counts as 40% of the total module**

NAME (PRINT): \_\_\_\_\_

PPS NUMBER: \_\_\_\_\_

DATE: \_\_\_\_\_

**MARKING SCHEME  
& SOLUTIONS**

**Question 1. Total 40 marks.**

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(a) This program contains 4 errors that will stop it from compiling. List the errors. **20 marks 5 each**

```
include <stdio.h>
int loopy;
main ()
{
    looper = 1;
    printf ("+-----+\n");
    while (loopy <= 8)
    {
        printf ("|          |\n");
        loopy+;
    }
    printf ("+-----+\n");
}
```

1	#include <stdio.h>
2	loopy vs looper used as variable name
3	Closure of inverted commas in printf
4	loopy+ instead of loopy++

(b) What is a variable used for? **10 marks**

To store data as the program runs, as well as to allow that data to be changed as required.

(c) What is the difference between an integer (**int**) and a float (**float**) variable? Give a sample of each type of data. **10 marks**

One stores integer data – whole numbers (such as 2 or 56 or -4563); the other stores decimal data such as -1.02 or 45.9 or 2345.67

**Question 2. Total 40 marks.**

(b) Write the general form of the **if...else** statement: **10 marks**

```
if (condition)
{
    action when condition is true;
}
else
{
    action when condition is false;
}
```

(b) Write the general form of the **while** statement: **10 marks**

```
initialize control variable;
while (terminating condition not met, based on control variable)
{
    loop action - the function of the loop;
    progress towards loop termination, based on control variable change;
}
```

(c) The following C code will compile and run but will not generate the desired output. Why?

**20 marks**

```
#include <stdio.h>
// A sample program.
// This program should write out the letters a..z
// of the alphabet, one on each line.
int controlvar;
char alpha; this variable has no function or effect - a distraction!
main ()
{
    controlvar = 97;
    while (controlvar <= 122);
    {
        // This line converts and then writes the character
        printf ("%c\n", controlvar);
        controlvar++;
    }
}
```

The while statement has a semi-colon at the end that will cause an infinite loop.

**Question 3. Total 40 marks.**

(a) Indicate the values in each of the variables **a**, **b** and **c** after this program finishes:

**10 each 30 marks**

```
#include <stdio.h>
main ()
{
    int a, b, c, lv;
    lv = 1;
    // Don't loop when lv is ten
    while (lv != 10)
    {
        a = lv;
        b = lv * 2;
        // Add 1 to lv each time
        lv++;
    }
    c = a * b;
}
```

<i>Variable</i>	<i>Value</i>
<b>a</b>	<b>9</b>
<b>b</b>	<b>18</b>
<b>c</b>	<b>162</b>

(b) What screen output is generated by this program line: **10 marks**

```
printf ("%c%c%c%c%c\n%c%c%c%c%c%c\n",
        68,111,110,39,116,80,97,110,105,99,33);
```

**Dont,**

**Panic!**

**Question 4. Total 40 marks.**

(a) Write a C loop to read in an array of 30 numeric variables and then write out the total (sum) and the average of the numbers which have been read in.

**30 marks**

**'Program' not specified to be written - just a loop; therefore assume the variables are declared and any other program essentials are done.**

```
total = 0;
control = 1;
while (control <= 30)
{
    printf ("Please enter a number: ");
    scanf ("%d", &anum);
    total = total + anum;
    control++;
}
average = total / 30;
printf ("The total of the numbers is: %d and the average is: %d",
total, average);
```

(b) The control variable for a **while** loop should appear in a program not less than four times. List those times. **10 marks 2.5 each**

<b>1</b>	<b>declare</b>
<b>2</b>	<b>initialize</b>
<b>3</b>	<b>compare (for termination)</b>
<b>4</b>	<b>progress (ie increment, decrement)</b>

**Figure 1. The ASCII table.**

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			032	SP	033	!	034	"	035	#	
036	\$	37.00%	038	&	039	'	040	(	041	)	
042	*	043	+	044	,	045	-	046	.	047	/
048	0	049	1	050	2	051	3	052	4	053	5
054	6	055	7	056	8	057	9	058	:	059	;
060	<	061	=	062	>	063	?	064	@	065	A
066	B	067	C	068	D	069	E	070	F	071	G
072	H	073	I	074	J	075	K	076	L	077	M
078	N	079	O	080	P	081	Q	082	R	083	S
084	T	085	U	086	V	087	W	088	X	089	Y
090	Z	091	[	092	\	093	]	094	^	095	_
096	`	097	a	098	b	099	c	100	d	101	e
102	f	103	g	104	h	105	i	106	j	107	k
108	l	109	m	110	n	111	o	112	p	113	q
114	r	115	s	116	t	117	u	118	v	119	w
120	x	121	y	122	z	123	{	124		125	}
126	~	127									
Printable alphanumeric and punctuation characters used in normal document text											



