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Main Page

Help

Browse

Cookbook

Wikijunior

Featured books

Recent changes

Donations

Random book

Using Wikibooks

Community

Reading room forum

Community portal

Bulletin Board

Help out!

Policies and guidelines

Contact us

Tools

What links here

Related changes

Upload file

Special pages

Permanent link

Page information

Cite this page

Sister projects

Wikipedia

Wikiversity

Wiktionary

Wikiquote

Wikisource

Wikinews

Wikivoyage

Commons

Wikidata

MediaWiki

Meta-Wiki

Book	Discussion		Read	Edit	Edit source	View history
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# A-level Computing/AQA/Paper 1/Skeleton program/2022

< [A-level Computing](#) | [AQA](#) | [Paper 1](#) | [Skeleton program](#)

This is for the AQA A Level Computer Science Specification.

This is where suggestions can be made about what some of the questions might be and how we can solve them.

**Please be respectful and do not vandalise the page, as this would affect students' preparation for exams!**

Please do not discuss questions on this page. Instead use the discussion [page](#) .

**Contents** []

1

[Section C Predictions](#)

2

[Section D Predictions](#)

2.1

[Fix Key 1-5.](#)

2.2

[Add Load Function](#)

2.3

[Require player to complete challenges in order](#)

2.4

[Challenge card functionality](#)

2.5

[Challenge error](#)

2.6

[New question](#)

2.7

[New question](#)

2.8

[New question](#)

2.9

[New question](#)

2.10

[New question](#)

2.11

[New question](#)

2.12

[New question](#)

2.13

[New question](#)

## Section C Predictions □[ [edit](#) | [edit source](#) ]

The 2022 paper 1 will contain 5 questions worth 17 marks. As long as you know the program well, this will be a walk in the park.

06. This question is about the *Breakthrough* class.

06.1 State the name of a Boolean attribute in the *Breakthrough* class. [1 mark]

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06.2 State the name of a method in the *Breakthrough* class that uses exception handling. [1 mark]

06.3 With reference to the method `__SetupGame` in the *Breakthrough* class, which makes use of the "game1.txt" file - how many cards in total are in the deck? [1 mark]

06.4 With reference to the "game1.txt" saved game file, state what each line of the saved game file represents. [2 marks]

07. This question is about the method `__Loadlocks` in the *Breakthrough* class.

07.1 State the datatype used for `__Locks`. [1 mark]

07.2 State a **correctly formatted** single line which could be added to the "locks.txt" file to represent a 3-challenge lock needing an *Acute Pick*, *Basic File* and a *Crude Key* to open it. [1 mark]

- Question about a class?
- Question about a second class?
- Question about a third class?
- Question about a class diagram?
- Question about a game functionality such as how to tell if game is ended?

These predictions are made based on last year's Advanced Subsidiary paper.

## Section D Predictions [\[ edit \]](#) [edit source \]](#)

### Programming Questions on Skeleton Program

- The 2022 paper 1 contains 4 questions: a 5 mark, a 9 mark question, a 10 mark question and one 13 mark question - these marks include the screen capture(s), so the likely marks for the coding will be 1-2 marks lower.
- The 2021 paper 1 contained ...
- The 2020 paper 1 contained 4 questions: a 6 mark, an 8 mark question, a 11 mark question and one 12 mark question - these marks include the screen capture(s), so the likely marks for the coding will be 1-2 marks lower.
- The 2019 paper 1 contained 4 questions: a 5 mark, an 8 mark question, a 9 mark question and one 13 mark question - these marks include the screen capture(s), so the marks for the coding will be 1-2 marks lower.
- The 2018 paper 1 contained one 2 mark question, a 5 mark question, two 9 mark questions, and one 12 mark question - these marks include the screen capture(s).
- The 2017 paper 1 contained a 5 mark question, three 6 mark questions, and one 12 mark question.

Current questions are speculation by contributors to this page.

### Fix Key 1-5. [\[ edit \]](#) [edit source \]](#)

Fix "IndexOutOfRangeException" exception caused when selecting key number not in the range 1 to 5.

C#:

[Expand]

Delphi/Pascal:

[Expand]

Java:

[Expand]

Python:

[Expand]

VB.NET:

[Expand]

**Add Load Function** ☐[ [edit](#) | [edit source](#) ]

Add functionality to select (load) a specific (saved) game file (currently no choice is given).

C#:

[Expand]

Delphi/Pascal:

[Expand]

Java:

[Expand]

Python:

[Expand]

VB.NET:

[Expand]

**Require player to complete challenges in order** ☐[ [edit](#) | [edit source](#) ]

Currently the challenges for a lock do not need to be completed in order. Change the functionality to only allow the user to complete challenges for a lock in the order they are listed.

C#:

[Expand]

Delphi/Pascal:

[Expand]

Java:

[Expand]

Python:

[Expand]

VB.NET:

[Expand]

**Challenge card functionality** ☐[ [edit](#) | [edit source](#) ]

At the moment a challenge card will give the user the option to discard 5 cards OR discard a key by selecting it using 1-5. Change the functionality to force the user to select a key to discard OR if no keys are in the players hand then discard 5 cards from the deck.

C#:

[Expand]

Delphi/Pascal:

[Expand]

Java:

[Expand]

Python:

[Expand]

VB.NET:

[Expand]

**Challenge error** ☐[ [edit](#) | [edit source](#) ]

When given a challenge, the program will ask for either a 1-5 input or discard 5 deck cards.  
When a Key is selected it will not always discard it because the list index changes itself.

**C#:** [\[Expand\]](#)

**Delphi/Pascal:** [\[Expand\]](#)

**Java:** [\[Expand\]](#)

**Python:** [\[Expand\]](#)

**VB.NET:** [\[Expand\]](#)

**New question** [\[ edit | edit source \]](#)

Question description

**C#:** [\[Expand\]](#)

**Delphi/Pascal:** [\[Expand\]](#)

**Java:** [\[Expand\]](#)

**Python:** [\[Expand\]](#)

**VB.NET:** [\[Expand\]](#)

**New question** [\[ edit | edit source \]](#)

Question description

C#:

[Expand]

Delphi/Pascal:

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Java:

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Python:

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VB.NET:

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New question ☐[ edit | edit source ]

Question description

C#:

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Delphi/Pascal:

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Java:

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Python:

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VB.NET:

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New question ☐[ edit | edit source ]

Question description

C#:

[Expand]

Delphi/Pascal:

[Expand]

Java:

[Expand]

Python:

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VB.NET:

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New question

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[Expand]

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[Expand]

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New question

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[Expand]

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[Expand]

Python:

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VB.NET:

[Expand]

**New question** ☐[ [edit](#) | [edit source](#) ]

Question description

C#:

[Expand]

Delphi/Pascal:

[Expand]

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[Expand]

Python:

[Expand]

VB.NET:

[Expand]

**New question** ☐[ [edit](#) | [edit source](#) ]

Question description

C#:

[Expand]



<b>Delphi/Pascal:</b>	<a href="#">[Expand]</a>
<b>Java:</b>	<a href="#">[Expand]</a>
<b>Python:</b>	<a href="#">[Expand]</a>
<b>VB.NET:</b>	<a href="#">[Expand]</a>
<b>Category:</b> <a href="#">Book:A-level Computing</a>	

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