

	(c)	<ul style="list-style-type: none"> <li>• initialise/create count for A and B</li> <li>• IF statement for A win</li> <li>• IF statement for B win</li> <li>• increment count for A and B</li> <li>• output for A/B win</li> <li>• condition for draw</li> </ul>	<b>6</b>	<p>1 mark for each bullet</p> <p>Do not double penalise IF statement.</p> <p>Answer must make two separate comparisons (IFs) to account for possible drawn holes.</p>
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		<p>Design:</p> <pre> winsA = 0 winsB = 0 loop for 9 holes     if playerAscores()&lt;playerBscores() then         winsA = winsA + 1     else if playerBscores()&lt;playerAscores() then         winsB = winsB + 1     end if end loop if winsA&gt;winsB then     display playerAname has won most holes else if winsB&gt;winA then     display playerBname has won most holes else if winsA=winsB then     display game is drawn end if </pre>		
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