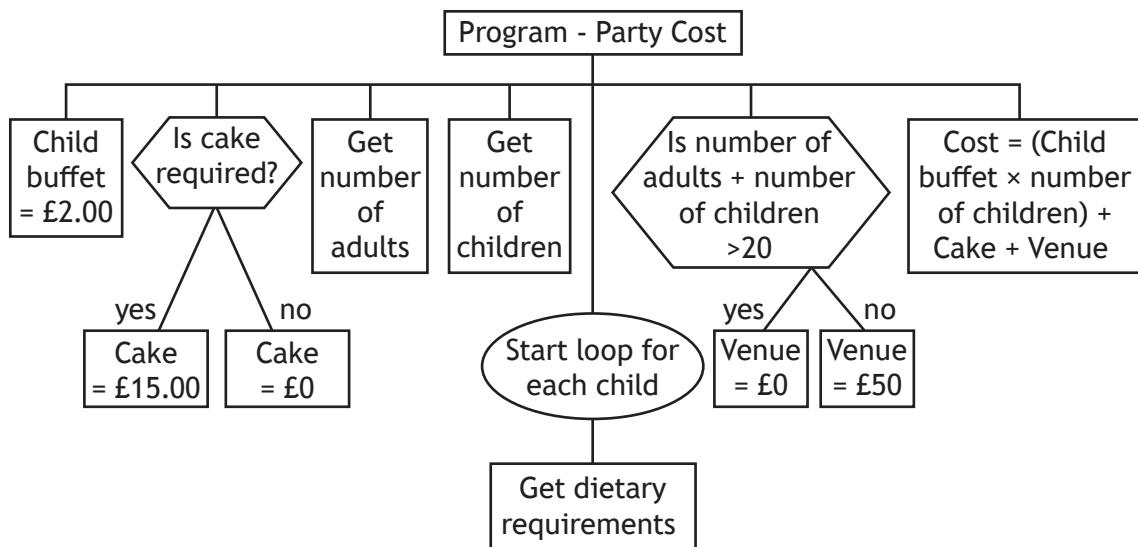


10. An event company organises children's parties. They would like a program to help calculate the costs of parties.

Part of the structure diagram design is shown below.



- (a) State another design technique that could be used to design this program. 1

---

- (b) State the type of loop shown in the design above. 1

---

- (c) The design is tested using the following inputs:

- 12 adults
- 16 children
- cake required - Yes.

- (i) State the venue cost. 1

---

- (ii) State the total cost of the party. 1

---

[Turn over



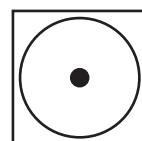
\* X 8 1 6 7 5 0 1 0 9 \*

## 10. (continued)

- (d) A personalised party sweatshirt costs £12, with each character of the personalised message costing an additional 25p.
- (i) Using a design technique of your choice, design a program to store the user's message and output the total cost of the sweatshirt.

4

- (ii) The washing label on the sweatshirt has the following symbol.



Identify an object used to make this symbol and one of its attributes.

2

Object \_\_\_\_\_

Attribute \_\_\_\_\_

- (e) Once the program is implemented, state which part of the processor will execute the following tasks.

2

Task	Part of processor
Calculate cost	
Transfer the next instruction from memory	