

	(c)	<ul style="list-style-type: none"> • initialise/create count for A and B • IF statement for A win • IF statement for B win • increment count for A and B • output for A/B win • condition for draw 	6	<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>
		<p>Design:</p> <pre> winsA = 0 winsB = 0 loop for 9 holes if playerAscores()<playerBscores() then winsA = winsA + 1 else if playerBscores()<playerAscores() then winsB = winsB + 1 end if end loop if winsA>winsB then display playerAname has won most holes else if winsB>winA then display playerBname has won most holes else if winsA=winsB then display game is drawn end if </pre>		