

(b)

(i)

- initialise fastest to first time or suitable high value and re-assigning fastest
- loop using numPlays
- if condition to update fastest
- use of array variable from (ii)
- use of fields from (ii)

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Example answer:

```
SET fastest TO allPlayers[0].time
FOR i FROM 1 TO numPlays - 1 DO
    IF allPlayers[i].time < fastest:
        SET fastest TO allPlayers[i].time
    END IF
END FOR
```