

6.	(c)	<ul style="list-style-type: none"> <li>ask for searchName/searchEvent and their use in the IF statement</li> <li>loop that traverses correctly with termination</li> </ul> <p>IF condition with:</p> <ul style="list-style-type: none"> <li>correct use of array variable</li> <li>comparison of current name and event fields to targets</li> </ul> <ul style="list-style-type: none"> <li>display if found with correctly concatenated message</li> <li>display if not found using any suitable flag, for example -1 or found is false</li> </ul> <p>Example answers:</p> <pre> RECEIVE searchName FROM KEYBOARD RECEIVE searchEVENT FROM KEYBOARD DECLARE found INITIALLY false SET counter TO -1 REPEAT     counter=counter+1     IF searchName=competitors[counter].name AND searchEvent=searchName=competitors[counter].event then         SET found TO true     END IF UNTIL found=true OR counter=799 IF found =true THEN     SEND competitors[counter].name &amp; "threw " &amp; competitors[counter].distance &amp; "in the " &amp; competitors[counter].event TO DISPLAY ELSE     SEND " Competitor not found" TO DISPLAY END IF </pre> <p>Using a fixed loop:</p> <pre> RECEIVE searchName FROM KEYBOARD RECEIVE searchEVENT FROM KEYBOARD DECLARE found INITIALLY false FOR index FROM 0 TO 799 DO     IF searchName=competitors[index].name AND searchEvent=competitors[index].event then         SEND competitors[index].name &amp; "threw " &amp; competitors[index].distance &amp; "in the " &amp; competitors[index].event TO DISPLAY         SET found TO true     END IF END FOR IF found =false THEN     SEND 'Competitor not found' TO DISPLAY END IF </pre>	6	Candidates' solutions will vary in terms of efficiency but marks are awarded for any correct implementation.
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