| 4. | (c) | (ii) | Line 2003
`WHILE swapped (AND numPlayers >=`

Line 2006
`IF league[loop].getPower() < league[loop+1].getPower() THEN`

Line 2010
`SET swapped TO True` | 3 | Award 1 mark for Line 2003 and Line 2010 both correct

Award 1 mark for correct comparison in Line 2006. Accept
`IF league[loop+1].getPower() ≥ league[loop].getPower() THEN`
as an alternative comparison. This mark can be awarded if even method has not been used.

Award1 mark for correct use of `getPower()` method in Line 2006 |