



# Higher Computing Science Assignment Assessment task Task 1: software design and development (part B)

This document provides information for teachers and lecturers about the coursework component of this course in terms of the skills, knowledge and understanding that are assessed. It must be read in conjunction with the course specification.

Valid for session 2021-22 only.

This assessment is given to centres in strictest confidence. You must keep it in a secure place until it is used.

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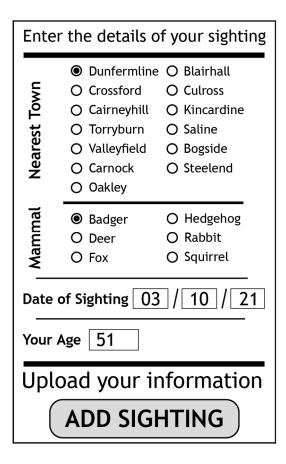
# Task 1: software design and development

# **Problem description**

During the month of September, West Fife Walkers asked their walkers to enter sightings of different Scottish mammals into an existing app. When the user selects the 'add sighting' button, the app checks the data is valid and either:

- adds the valid sighting as a new line in a single text file stored on a server
   or
- responds with an error stating the inputs are missing or invalid

The app's user interface is shown below.



# **Purpose**

A program is now required to analyse the data stored in the text file. The program should:

- display the age of the oldest person to add a sighting
- display the dates of sightings of a chosen mammal in a particular town
- count and display the number of sightings for each date in the text file.

Version 1.0

# Task 1: software design and development (part B)

A top-level design for the main steps and partial refinements of the sightings program is shown below. Data read from the text file is stored in an array of records in the program.

# Program top-level design (pseudocode)

Read from text file into sightings array of records OUT: sightings(town,mammal,date,age)

2 Find and display the age of the oldest walker in IN: sightings(town,mammal,date,age) the sightings data

Find and display the dates of sightings of a chosen IN: sightings(town,mammal,date,age) mammal in a particular town

4 Count and display the number of sightings for IN: sightings(town,mammal,date,age) each date in the text file

### Refinements

- 3.1 Ask user to enter town
- 3.2 Call a function to return a string input that starts with an upper-case character
- 3.3 Ask user to enter mammal
- 3.4 Call a function to return a string input that starts with an upper-case character
- 3.5 Display "The dates of sightings were:"
- 3.6 Start loop for each sighting in array of records
- 3.7 If sighting matches entered town and mammal then
- 3.8 Display date
- 3.9 End if
- 3.10 End loop

### Refinement of function for steps 3.2 and 3.4

Set firstChar to ASCII value of first character in string

If the firstChar is between 97 and 122 then

Set firstChar to firstChar -32

Set string to concatenation of the new first character and the remaining string

End if

Return the string

- 4.1 Set dayToCount to first date in sightings array
- 4.2 Set count to 1
- 4.3 Start loop from second record to end of sightings array
- 4.4 If date in current record is the same as dayToCount then
- 4.5 Add 1 to count
- 4.6 Else
- 4.7 Display dayToCount and count
- 4.8 Set dayToCount to date in current record
- 4.9 Set count to 1
- 4.10 End if
- 4.11 End loop
- 4.12 Display dayToCount and count

Version 1.0 2

- 1c Using the problem description and design, implement the program in a language of your choice. Your program should:
  - use a procedure to:
    - read data from the file to an array of records
    - find and display the age of oldest walker
    - find and display dates of sightings
    - count and display sightings for each date in the file
  - use a function to validate upper-case characters
  - be maintainable and modular
  - follow the design and the refinements provided

(15 marks)

# Print evidence of:

- ♦ your completed program code
- your output showing the number of sightings for each date in the text file.

Include your name and candidate number on all evidence.

Version 1.0

Describe how a watchpoint cocorrectly.	ould be used to test that these sightings are counted
correctly.	(2 marks
With reference to your own p	
With reference to your own p	rogram code, evaluate: (2 marks
◆ the efficiency of the func	(2 marks
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Version 1.0 4