



*Rewarding Learning*

**ADVANCED SUBSIDIARY (AS)**  
**General Certificate of Education**  
**2017**

Centre Number

|  |  |  |  |  |
|--|--|--|--|--|
|  |  |  |  |  |
|--|--|--|--|--|

Candidate Number

|  |  |  |  |  |
|--|--|--|--|--|
|  |  |  |  |  |
|--|--|--|--|--|

# Software Systems Development

Unit AS1:

Introduction to Object Oriented Development



A1S11

**[A1S11]**

**MONDAY 15 MAY, AFTERNOON**

## TIME

2 hours.

## INSTRUCTIONS TO CANDIDATES

Write your Centre Number and Candidate Number in the spaces provided at the top of this page.

Write your answers in the spaces provided in this question paper.

Answer **all six** questions.

## INFORMATION FOR CANDIDATES

The total mark for this paper is 100.

Figures in brackets printed down the right-hand side of pages indicate the marks awarded to each question or part question.

## ADVICE TO CANDIDATES

You are advised to take account of the marks for each part question in allocating the available examination time.

| For Examiner's use only |                 |       |        |
|-------------------------|-----------------|-------|--------|
| Question                | Marks available | Marks | Remark |
| 1                       | 9               |       |        |
| 2                       | 23              |       |        |
| 3                       | 23              |       |        |
| 4                       | 14              |       |        |
| 5                       | 24              |       |        |
| 6                       | 7               |       |        |
| Total                   | 100             |       |        |

1 Complete the following statements about an object-oriented programming environment by inserting the appropriate words or phrases from the list given below.

|             |            |               |         |               |
|-------------|------------|---------------|---------|---------------|
| overloading | interfaces | inheritance   | classes | polymorphism  |
| signatures  | overriding | implements    | methods | late binding  |
| new         | Object     | early binding | object  | instantiation |

(i) \_\_\_\_\_ is the creation of an object to the design of a class.

(ii) \_\_\_\_\_ is the base building block of an object-oriented system and all \_\_\_\_\_ are derived from it.

(iii) \_\_\_\_\_ occurs where two or more methods have the same name but different \_\_\_\_\_, even if their return types differ.

**(iv)** Customising a super / base method within a derived/sub class is known as \_\_\_\_\_.

(v) Multiple inheritance is implemented in C#/Java through the use of \_\_\_\_\_.

(vi) A primary concept of object-oriented programming is \_\_\_\_\_. It allows sub/derived class methods to be invoked through a super / base class reference during run-time.

This is enabled through \_\_\_\_\_.

[9]

| Examiner Only |        |
|---------------|--------|
| Marks         | Remark |
|               |        |





// A method to determine the **salePrice** for a job.

---

---

---

---

---

---

[4]

**(b)** A program using the class Job has the following line of code:

```
Job [ ] jobArray = new Job[150];
```

(i) Explain the terms in bold.

---

---

---

---

---

---

[2]

| Examiner Only |        |
|---------------|--------|
| Marks         | Remark |
|               |        |



**BLANK PAGE**  
**(Questions continue overleaf)**

3 Sorting is a common activity conducted on data in information processing.

(a) (i) Name and describe a simple sorting method.

---

---

---

---

---

---

---

---

---

---

[5]

| Examiner Only |        |
|---------------|--------|
| Marks         | Remark |
|               |        |



- (ii) Using the following set of numbers illustrate the contents after each pass of your chosen sort.

Indicate the number of swaps at each pass.

5, 16, 11, 7, 26

[illegible]



Handwriting practice lines on page 11. The page contains 20 horizontal lines for writing. The number [11] is printed at the bottom right of the writing area.

| Examiner Only |        |
|---------------|--------|
| Marks         | Remark |
|               |        |

**BLANK PAGE**

**4** Details of stock for sale are defined in a class `Stock` as shown below:

```
class Stock
{
    private String stockNo;    // maximum 8 chars
    private String model;      // maximum 12 chars
    private int qtyInStock;    // range 0 – 6
    private double price;      // range 1200 – 35000
}
```

- (a) Write the output statement which will **display** the details of an item of stock including the stock value. Ensure the information is formatted appropriately.

---

---

---

---

---

---

[3]

- (b)** The stock will be stored in a binary file for subsequent processing. What amendment must be made to the class definition to facilitate reading and writing of stock objects to and from the file?

---



---

[1]

| Examiner Only |        |
|---------------|--------|
| Marks         | Remark |
|               |        |

- (c) Below is a section of code to deal with a file of stock objects. Choosing either the C# or Java example explain what you understand by the emboldened terms.

Section of C# code

```
int size=0;
Stream strm;
try
{
strm = File.OpenRead("Stock.dat");
BinaryFormatter bf = new BinaryFormatter( );

try
{
    while (strm.Position < strm.Length)
    {
        arrayStock[size] = (Stock)bf.Deserialize(strm);
        size++;
    }
    strm.Close();
}
}
catch
```

Section of Java code

```
int size = 0;
try{
    FileInputStream strm = new FileInputStream("Stock.dat");
    ObjectInputStream ois = new ObjectInputStream(strm);

    try
    {
        while (strm.Position < strm.Length)
        {
            arrayStock[size] = (Stock)ois.readObject();
            size++;
        }
        strm.Close();
    }
}
catch(
```

| Examiner Only |        |
|---------------|--------|
| Marks         | Remark |
|               |        |

---

---

---

---

---

---

---

---

---

---

---

[8]

- (d)** Exception Handling must be implemented for the Input/Output of data to files.

Name the two Exceptions which would be applicable for the section of code given in part **(c)**.

---

---

---

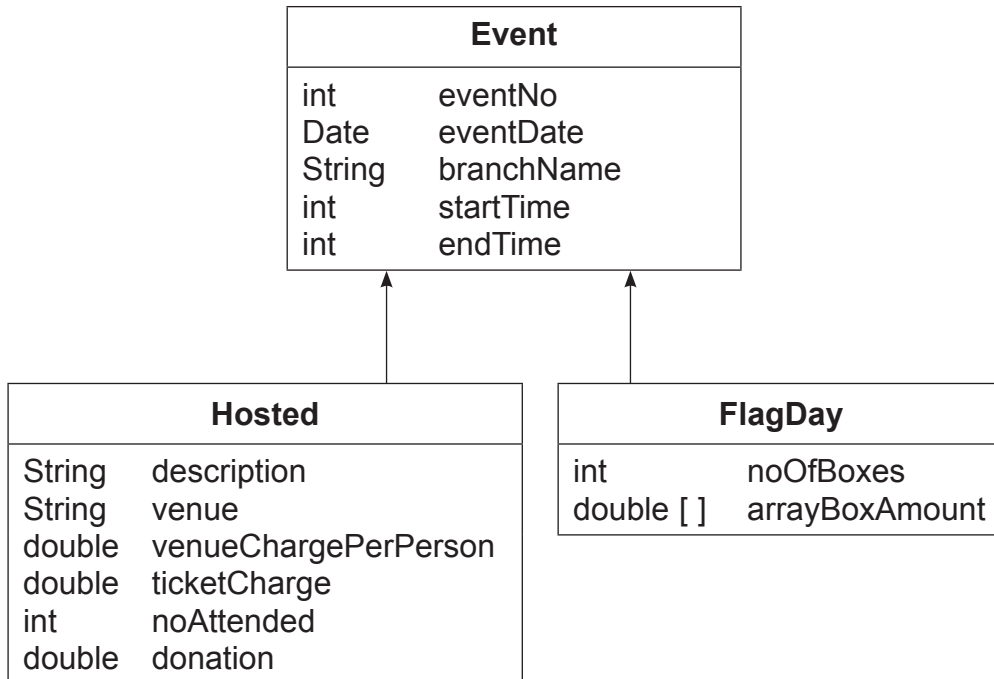
[2]

| Examiner Only |        |
|---------------|--------|
| Marks         | Remark |
|               |        |

- 5 A charity's fund-raising section supports a variety of events run by volunteer branches throughout the country. Common events are flag days, breakfasts, lunches, dinner dances and sporting events.

The charity holds information about each event for the purposes of advertising and the tracking of income. The volunteer branch deals with the planning details.

Inheritance diagram for the charity fund-raising section.



The header for the class **Event** has been defined as follows:

**abstract** class Event

- (a) Explain the term in bold indicating why it has been applied to the class Event.

---



---



---



---

[2]

| Examiner Only |        |
|---------------|--------|
| Marks         | Remark |
|               |        |
|               |        |
|               |        |
|               |        |
|               |        |
|               |        |
|               |        |
|               |        |
|               |        |
|               |        |



Assuming the class Event has been designed with the following elements

- field definitions;
- default and field/parameterised constructors;
- GET and SET (Properties/Methods);
- toString() method.

(b) Write the code for a method **HostedIncome** that will return the income generated from a **Hosted** Event.

Income is calculated as profit on a ticket, multiplied by noAttended, plus donations. The profit on a ticket is calculated as the ticketCharge minus the venueChargePerPerson.

---

---

---

---

---

---

---

---

[4]

| Examiner Only |        |
|---------------|--------|
| Marks         | Remark |
|               |        |

(c) Write the code for the derived class **FlagDay** giving the following:

- class header;
- field definitions;
- field constructor (parameterised constructor);
- GET and SET (Property/Method) for noOfBoxes only.

Note that the `noOfBoxes` value is used to instantiate the `arrayBoxAmount`.

[illegible]

- (d) Write the code for the method **FlagDayIncome( )** in the class **FlagDay** that will total up and return the income from the boxes for a Flag Day.

---

---

---

---

---

---

---

---

---

---

[7]

| Examiner Only |        |
|---------------|--------|
| Marks         | Remark |
|               |        |









Permission to reproduce all copyright material has been applied for.  
In some cases, efforts to contact copyright holders may have been unsuccessful and CCEA  
will be happy to rectify any omissions of acknowledgement in future if notified.