

# Coursework Task

## Higher Computing Coursework Task 2012–2013

### Introduction

Calibre Academy's Higher Biology class are going on a field trip. They have been given the task of cataloguing the number of common minibeasts found within one square metre of woodland. To do this, they lay a quadrat over an area of ground, note the coordinates of each minibeast they find and take a close-up digital photograph as evidence.

The class will create a program to store the name and grid position of 6 common minibeasts.

### Part 1

The students from Calibre Academy will write a program to store the position of each common minibeast.

The software will

- Allow one of six minibeasts to be selected from a menu.
- Enter and store the name and grid coordinate of the selected minibeast.
- Display how often each minibeast was found.
- Display the minibeasts found at a selected coordinate.

### How the program should work

#### Entering the log data

The user should select the name of each minibeast found from the menu shown below:

1. Slug
2. Centipede
3. Ladybird
4. Snail
5. Woodlouse
6. Worm
7. Exit

Selection is made by entering the relevant number.

Once a minibeast is selected the coordinate of where the minibeast was found should be input and validated.

The data shown below should be entered into the program.

| Minibeasts | Coordinates |
|------------|-------------|
| 2          | A6          |
| 1          | D1          |
| 6          | H7          |
| 4          | B3          |
| 4          | A2          |
| 3          | J2          |
| 6          | H0          |
| 1          | B3          |
| 1          | F9          |
| 7          |             |

### Displaying how often each minibeast was found

How often each minibeast was found should be displayed as shown below.

| Minibeast | Number found |
|-----------|--------------|
| 1         | 3            |
| 2         | 1            |
| 3         | 1            |
| 4         | 2            |
| 5         | 0            |
| 6         | 2            |

### Displaying the minibeast found at a selected coordinate

The user will enter a coordinate (for example B3).

The minibeasts found at the selected coordinate should be displayed as shown below.

At coordinate B3 the following minibeasts were found:  
1  
4

## Main Algorithm

1. Start Loop
2.     Select valid number from menu
3.     If number is not 7
4.         Enter a valid grid coordinate
5.     End if
6.     End conditional loop when 7 is chosen
7.     Display how many of each minibeast were found
8.     Ask user to enter a coordinate and display the minibeasts found at that coordinate

## What you have to do:

| Tasks      |   | Evidence required   | Marks       |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |  |  |   |
|------------|---|---|-------------|---|----|---|----|---|----|---|----|---|----|---|----|---|----|---|----|---|----|---|--|--|---|
| 1          | Indicate data flow on the main algorithm.   | Algorithm with data flow.   | 2           |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |  |  |   |
| 2          | Refine steps 4, 7, 8.   | Pseudocode for steps  | 7           |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |  |  |   |
| 3          | Using a software development environment of your choice, implement the algorithm.<br>Use separate sub-programs where appropriate.<br>Use parameter passing where appropriate.   | Listing of implemented program.   | 16          |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |  |  |   |
| 4          | Test the program with the data provided. <table border="1"><tr><td>Minibeasts</td><td>Coordinates</td></tr><tr><td>2</td><td>A6</td></tr><tr><td>1</td><td>D1</td></tr><tr><td>6</td><td>H7</td></tr><tr><td>4</td><td>B3</td></tr><tr><td>4</td><td>A2</td></tr><tr><td>3</td><td>J2</td></tr><tr><td>6</td><td>H0</td></tr><tr><td>1</td><td>B3</td></tr><tr><td>1</td><td>F9</td></tr><tr><td>7</td><td></td></tr></table> | Minibeasts  | Coordinates | 2 | A6 | 1 | D1 | 6 | H7 | 4 | B3 | 4 | A2 | 3 | J2 | 6 | H0 | 1 | B3 | 1 | F9 | 7 |  | Hard copy of results for given test run. | 1 |
| Minibeasts | Coordinates   |   |             |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |  |  |   |
| 2          | A6  |   |             |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |  |  |   |
| 1          | D1  |   |             |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |  |  |   |
| 6          | H7  |   |             |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |  |  |   |
| 4          | B3  |   |             |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |  |  |   |
| 4          | A2  |   |             |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |  |  |   |
| 3          | J2  |   |             |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |  |  |   |
| 6          | H0  |   |             |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |  |  |   |
| 1          | B3  |   |             |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |  |  |   |
| 1          | F9  |   |             |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |  |  |   |
| 7          |   |   |             |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |  |  |   |
| 5          | Test the program with your own test data to ensure robustness.  | Hard copy of your test results and report on the robustness of the program. | 2           |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |  |  |   |
| 6          | Evaluate maintainability.   | Brief report on maintainability of program code.                            | 2           |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |    |   |  |  |   |