



...day ... Month Year – Morning/Afternoon GCSE (9–1) Computer Science

J277/02 Computational thinking, algorithms and programming

Time allowed: 1 hour 30 minutes

Sample Question paper

Do not use: • a calculator	Version 1.5
Please write clearly in black ink. Do not wr	ite in the barcodes.
Centre number	Candidate number
First name(s)	

INSTRUCTIONS

Last name

- Use black ink.
- Write your answer to each question in the space provided. If you need extra space use the lined pages at the end of this booklet. The question numbers must be clearly shown.
- · Answer all the questions.

INFORMATION

- The total mark for this paper is 80.
- The marks for each question are shown in brackets [].
- This document has **20** pages.

ADVICE

- Read each question carefully before you start to answer.
- We advise you to spend approximately 50 minutes on Section A and approximately 40 minutes on Section B.



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Answer **all** the questions.

Section A

We advise you to spend approximately 50 minutes on Section A.

1 (a) Complete the truth table in Fig. 1 for the Boolean statement P = NOT (A AND B).

A	В	P
0	0	1
0	1	
1	0	
1	1	0

Fig. 1

(b) Tick (\checkmark) one box to identify the correct logic diagram for P = NOT (A AND B).

P = NOT (A AND B)	Tick (✓) one box
A	
A P	
A P	

[1]

[2]

2	A prograr	n needs to	o perform	the fol	llowing	tasks:

•	Input two	numbers	from	the	user
---	-----------	---------	------	-----	------

 Compare both numbers and output the largest number 	•	Compare	both numb	ers and outr	out the large	est number
--	---	---------	-----------	--------------	---------------	------------

(a) C	omplete the pseudocode for this program.	
	num1 =	
	<pre>num2 = input("enter second number")</pre>	
	num1 > then	
	else	
	endif	[5]
(b) A	second program needs to perform the following tasks:	
	Input a number from the user	
•	Input a number from the user Double the number input and print the result Repeat bullets 1 and 2 until the user enters a number less than 0. /rite an algorithm for this program.	
•	Double the number input and print the result Repeat bullets 1 and 2 until the user enters a number less than 0.	
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3 The database table Results stores the results for each student in each of their chosen subjects.

StudentName	Subject	Grade
Alistair	English	3
Jaxon	Art	5
Alex	Art	4
Anna	French	7
Ismaael	Art	9

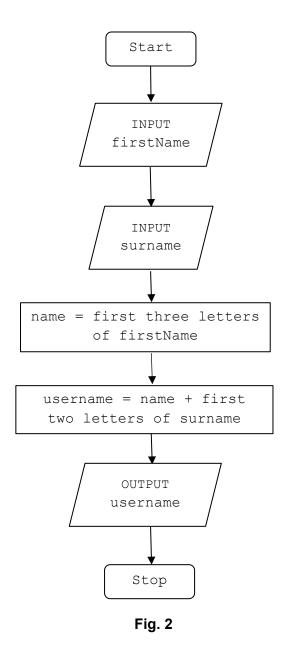
Complete the SQL query to return all of the fields for the students who take Art.

SELECT	
FROM	
WHERE	

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[3]

4 A program creates usernames for a school. The first design of the program is shown in the flowchart in **Fig. 2**.



For example, using the process in **Fig. 2**, Tom Ward's username would be TomWa.

(a) State, using the process in Fig. 2, the username for Rebecca Ellis.

- **(b)** The program design is updated to create usernames as follows:
 - If the person is a teacher, their username is the last 3 letters of their surname and then the first 2 letters of their first name.
 - If the person is a student, their username is the first 3 letters of their first name and then the first 2 letters of their surname.

(i)	What would be the username for a teacher called Fred Biscuit using the updated process?
	[1]
	[']
(ii)	Write an algorithm for the updated program design shown in question 4(b)(i).
•••••	
•••••	

5	A c	omputer game is written in a high-level programming language.
	(a)	State why the computer needs to translate the code before it is executed.
		[1]
	(b)	Either a compiler or an interpreter can translate the code.
		Describe two differences between how a compiler and an interpreter would translate the code.
	1	
	2	

[4]

6 A program uses a file to store a list of words that can be used in a game.

A sample of this data is shown in Fig. 3.

crime bait	fright	victory	nibble	loose
------------	--------	---------	--------	-------

Fig. 3

` ,	Show the stages of a bubble sort when applied to data shown in Fig. 3.	
		4]

(b) A second sample of data is shown in Fig. 4.

	amber	house	kick	moose	orange	range	tent	wind	zebra	
--	-------	-------	------	-------	--------	-------	------	------	-------	--

Fig. 4

•	·	•	g the data shown in Fig. 4 .

7 The area of a circle is calculated using the formula $\pi \times r^2$ where π is equal to 3.142 and r is the radius.

A program is written to allow a user to enter the radius of a circle as a whole number between 1 and 30, then calculate and output the area of the circle.

```
radius = 0
01
02
   area = 0.0
   radius = input("Enter radius")
03
    if radius < 1 OR radius > 30 then
04
05
    print("Sorry, that radius is invalid")
06
    else
    area = 3.142 * (radius ^ 2)
07
8 0
   print (area)
    endif
09
```

(a)	Explain, using examples from the program, two ways to improve the maintainability of the program.	
1		
2		
		[4]
(b)	Identify two variables used in the program.	
1		
_		

[2]

(c)	(c) (i) Identify one item in the program that could have been written as a constant.										
	[1]										
	(ii) Give one reason why you have identified this item as a constant. [1]										
(d)	Tick (✓) one box been used in the		ach programming construct has o	r has not							
		Has been used	Has not been used								
	Sequence										
	Selection										
	Iteration										
				[3]							
(e)	An Integrated Dev	velopment Environment (IDE) is t	used to write the program.								
lde	entify two features	of an IDE that might be used wh	en writing the program.								
1.											
2 .											
				[2]							

Section B

We advise you to spend approximately 40 minutes on Section B.

Some questions require you to respond using either the OCR Exam Reference Language or a high-level programming language you have studied. These are clearly shown.

- 8 A teacher researches the length of time students spend playing computer games each day.
 - (a) Tick (\checkmark) one box to identify the data type you would choose to store the data and explain why this is a suitable data type.

Data Type	Tick (✓) one box
String	
Integer	
Real	
Boolean	

Explanation:	

[2]

- (b) The program should only allow values from **0** to **300** inclusive as valid inputs. If the data entered breaks this validation rule, an error message is displayed.
 - (i) Complete the following program to output "Invalid input" if the data does not meet the validation rule.

You must use either:

- OCR Exam Reference Language, or
- a high-level programming language that you have studied.

mins = input("Enter min	utes played: ")
if mins < 0	mins then
	("Invalid input")
endif	

[3]

(ii) Complete the following test plan for the program in 8(b)(i).

Test data	Test type	Expected result				
25	Normal	Value accepted				
	Invalid	Invalid input message displayed				
300	Boundary					

[2]

(c) Data for one week (Monday to Friday) is stored in a 2D array with the identifier minsPlayed.

The following table shows part of this array, containing 4 students.

Students

Days of the week

		Stuart	Wes	Victoria	Dan	
		0	1	2	3	
Mon	0	60	30	45	0	
Tue	1	180	60	0	60	
Wed	2	200	30	0	20	
Thu	3	60	10	15	15	
Fri	4	100	35	30	45	

The teacher wants to output the number of minutes Dan (column index 3) played computer games on Wednesday (row index 2). The following code is written:

Write a line of code to output the number of minutes that Stuart played computer games on Friday.

You must use either:

- OCR Exam Reference Language, or
- a high-level programming language that you have studied.

 	 [1]

(d) The teacher writes a program to add up and print out the total number of minutes student 2 played computer games over 5 days (Monday to Friday).

```
total = 0

total = total + minsPlayed[2,0]

total = total + minsPlayed[2,1]

total = total + minsPlayed[2,2]

total = total + minsPlayed[2,3]

total = total + minsPlayed[2,4]

print(total)
```

Refine the program to be more efficient. Write the refined version of the algorithm.

You must use either:

OCR Exam Reference Language, or
a high-level programming language that you have studied.

[4]

(e) The following program uses a condition-controlled loop.

$$x = 15$$
 $y = 0$
while $x > 0$
 $y = y + 1$
 $x = x - y$
endwhile
print(y)

Complete the trace table to test this program.

x	У	output

[4]

(f) A teacher writes an algorithm to store the name of the game a student plays each night (for example "OCR Zoo Simulator").

variable.length returns the number of characters in variable. variable.upper returns the characters in variable in upper case.

```
valid = false
while(valid == false)

gameName = input("Enter the game name")

if (gameName.length > 0) AND (gameName.length < 20)

gamesPlayed = gameName.upper

valid = true

print("Valid game name")

else

print("Game name is not valid")

endif
endwhile</pre>
```

The algorithm needs testing to make sure the IF-ELSE statement works correctly.

Identify **two** different pieces of test data that can be used to test different outputs of the algorithm. Give the output from the program for each piece of test data.

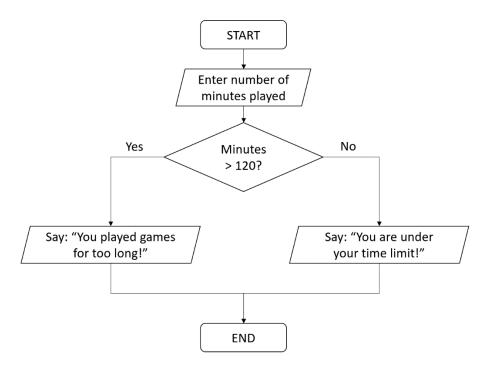
	[4]
Expected output	
Test data 2	
Expected output	
Test data 1	•••

(g)	The teacher asks students how long they spend completing homework. Students answer in minutes and hours (for example 2 hours 15 minutes).			
	The	teacher would like to create an algorithm that will display students' inputs in minutes only.		
	(i)	Identify the input and output required from this algorithm.		
		Input		
		Output		
			 [2]	
	(ii)	A program is created to convert hours and minutes into a total number of minutes.		
		The teacher wants to create a sub program to perform the calculation.		
		The program has been started but is not complete.		
		Complete the design for the program.		
		hours = input("Please enter number of hours played")		
		<pre>minutes = input("Please enter number of minutes played")</pre>		
		finalTotal =		
		<pre>print(finalTotal)</pre>		
		function		

[4]

endfunction

(iii) The following flowchart outputs a message depending on how long each person has spent playing computer games.



Rewrite the flowchart as a program.

You must use either:

OCR Exam Reference Language, or
a high-level programming language that you have studied.

ADDITIONAL ANSWER SPACE

If additional space is required, you should use the following lined page(s). The question

number(s) must be clearly shown in the margin(s).			

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