



## Section A

You are advised to spend no longer than 40 minutes answering this section.

Here is a copy of the pre-release material.

**DO NOT** attempt Tasks 1, 2 and 3 now.

Use the pre-release material and your experience from attempting the following tasks before the examination to answer Question 1.

### Pre-release material

Seaview Castle Visitor Centre is open seven days a week. It offers a range of facilities and activities including meeting rooms, a permanent fossil exhibition, supervised walks along the cliff tops and an old stone quarry.

There are three meeting rooms, which can each be booked separately. There is one large room that can be used for a variety of activities such as showing films, holding presentations, displaying exhibitions or wedding receptions. There are also two smaller meeting rooms. Each room can be booked by the day according to the following tariff:

Room	Cost per day
large	\$295
small 1	\$175
small 2	\$150

Write and test a program or programs to arrange meeting room bookings:

- Your program or programs must include appropriate prompts for the entry of data. Data must be validated on entry.
- All outputs, including error messages, need to be set out clearly and understandably.
- All variables, constants and other identifiers must have meaningful names.

You will need to complete these **three** tasks. Each task must be fully tested.

#### Task 1 – setting up a booking system structure for the meeting rooms

Set up suitable data structures for each of the three meeting rooms to store:

- when it is booked during a fixed eight-week period
- the client's name (the person making the booking)
- a unique booking code
- the cost of the booking.

#### Task 2 – booking a meeting room

Extend the program in **Task 1** to enable bookings to be made so that the client enters their name, the meeting room required and the day of the booking. After the data has been entered, the program should check if the requested day is available for the required meeting room and if **not**, the client should be allowed to enter an alternative day or exit the program.

If the requested day is available, the booking details and cost of the booking should be output for the client to confirm. Once confirmed, a unique booking code should be generated and stored in both the appropriate meeting room data structure and the unique booking code data structure. The client's name and cost of the booking should be stored in the appropriate data structures set up in **Task 1**.

Bookings of more than one day must be entered as separate single day bookings.

#### Task 3 – using the booking data

Extend the program in **Task 1** and **Task 2** to make use of the data that is available, to:

- select a meeting room and output the days when it is free
- total and output the amount of money currently taken for all three meeting rooms
- check the bookings for a specific client.

1 All variables, constants and other identifiers must have meaningful names.

(a) Identify **one** variable and **one** array you could have used for **Task 1** or **Task 2**.

Give the use for the variable and array.

Variable .....

Use .....

.....

Array .....

Use .....

..... [4]

(b) Describe how you could test if the validation of the input to choose a meeting room works (**Task 2**).

.....

.....

.....

..... [2]

(c) Explain how your program in **Task 2** could be altered to allow a 30% discount on bookings for the same meeting room of two to six days, inclusive.

.....

.....

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..... [4]

**(d)** Write an algorithm to show how your program completes the following parts of **Task 2**:

- output the booking details and cost of the booking
- take confirmation from the client
- generate a unique booking code
- store the booking details.

Assume that **Task 1** and the first part of **Task 2** have been completed.

Assume that the booking is for a single day and that the requested booking day is available.

Use pseudocode, programming statements or a flowchart.

[illegible]



- (e) Explain how your program selects a meeting room, finds and then outputs the days when it is available (part of **Task 3**). Any programming statements used in your answer must be fully explained.

[4]

## Section B

- 2 Tick (✓) **one** or more boxes in each row to match the type(s) of test data to each description.

Description	Types of test data			
	Boundary	Erroneous / Abnormal	Extreme	Normal
test data that is always on the limit of acceptability				
test data that is either on the limit of acceptability or test data that is just outside the limit of acceptability				
test data that will always be rejected				
test data that is within the limits of acceptability				

[4]

- 3 Describe what is meant by the terms variable and constant and give an example of each in your answer.

Variable .....

.....

.....

.....

Constant .....

.....

.....

.....

[4]

#### 4 The pseudocode represents an algorithm.

The pre-defined function **DIV** gives the value of the result of integer division.  
For example,  $Y = 11 \text{ DIV } 4$  gives the value  $Y = 2$

```

Count ← 0
INPUT Limit
FOR In ← 1 TO Limit
    Logic ← TRUE
    Test ← 2
    INPUT Number
    REPEAT
        IF Number / Test = Number DIV Test
            THEN
                Logic ← FALSE
            ELSE
                Test ← Test + 1
        ENDIF
    UNTIL NOT Logic OR Test >= Number DIV 2
    IF Logic
        THEN
            Store[Count] ← Number
            Count ← Count + 1
        ENDIF
    NEXT In
FOR Out ← 0 TO Count - 1
    OUTPUT Store[Out]
NEXT Out

```

- (a) Complete the trace table for the algorithm using this input data:  
5, 9, 5, 8, 10, 7

In	Logic	Test	Number	Store [Count]	Count	Limit	Out	OUTPUT



(b) State the purpose of this algorithm.

.....

.....

.....

..... [2]

(c) This algorithm only works for numbers that are 3 or greater.

Describe how you could change this algorithm to make sure that only numbers that are 3 or greater are entered. Any pseudocode statements used in your answer must be fully described.

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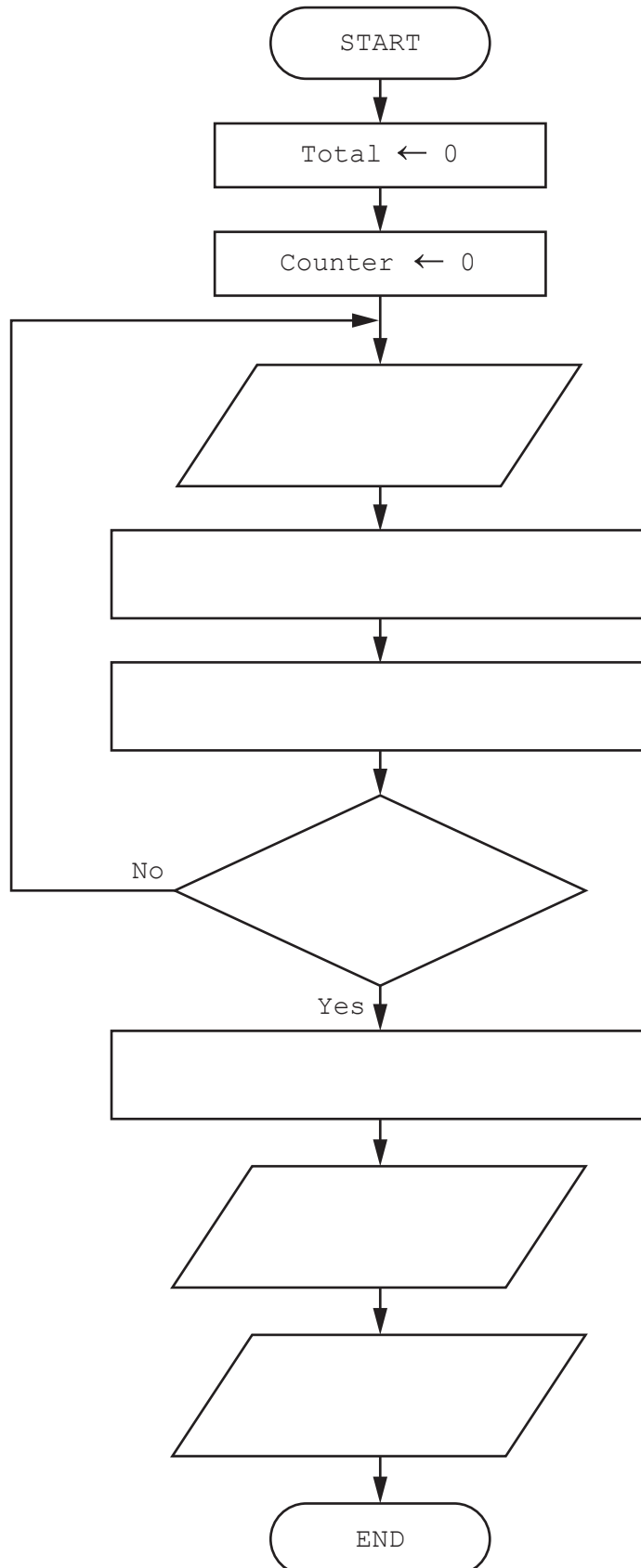
.....

.....

..... [3]

- 5 The flowchart shows an algorithm that should:
- allow 100 numbers to be entered into the variable `Number`
  - total the numbers as they are entered
  - output the total and average of the numbers after they have all been entered.

Complete this flowchart:



- 6 Data about planets in the solar system is stored in a database table called PLANETS. The fields used in the table are shown.

Name of field	Contents of field
PlanetName	the name of the planet
PlanetMass	the planet's mass in kilograms
Larger	whether or <b>not</b> the planet has a greater mass than Earth
MaxDistance	the maximum distance the planet is from Earth in kilometres
MinDistance	the minimum distance the planet is from Earth in kilometres
YearLength	the length of time it takes for the planet to orbit the Sun in Earth days

- (a) State the name of the field that could contain Boolean data.

..... [1]

- (b) Complete the query-by-example grid to output the planets with a longer year length and greater mass than Earth. Assume Earth's year length is 365 days.

Display only the name of the planets sorted in alphabetical order.

Field:					
Table:					
Sort:					
Show:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Criteria:					
or:					

[3]

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# Cambridge IGCSE™

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## COMPUTER SCIENCE

0478/23

Paper 2 Problem Solving and Programming

May/June 2022

MARK SCHEME

Maximum Mark: 50

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**Published**

This mark scheme is published as an aid to teachers and candidates, to indicate the requirements of the examination. It shows the basis on which Examiners were instructed to award marks. It does not indicate the details of the discussions that took place at an Examiners' meeting before marking began, which would have considered the acceptability of alternative answers.

Mark schemes should be read in conjunction with the question paper and the Principal Examiner Report for Teachers.

Cambridge International will not enter into discussions about these mark schemes.

Cambridge International is publishing the mark schemes for the May/June 2022 series for most Cambridge IGCSE, Cambridge International A and AS Level and Cambridge Pre-U components, and some Cambridge O Level components.

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This document consists of **13** printed pages.

**PUBLISHED****Generic Marking Principles**

These general marking principles must be applied by all examiners when marking candidate answers. They should be applied alongside the specific content of the mark scheme or generic level descriptors for a question. Each question paper and mark scheme will also comply with these marking principles.

**GENERIC MARKING PRINCIPLE 1:**

Marks must be awarded in line with:

- the specific content of the mark scheme or the generic level descriptors for the question
- the specific skills defined in the mark scheme or in the generic level descriptors for the question
- the standard of response required by a candidate as exemplified by the standardisation scripts.

**GENERIC MARKING PRINCIPLE 2:**

Marks awarded are always **whole marks** (not half marks, or other fractions).

**GENERIC MARKING PRINCIPLE 3:**

Marks must be awarded **positively**:

- marks are awarded for correct/valid answers, as defined in the mark scheme. However, credit is given for valid answers which go beyond the scope of the syllabus and mark scheme, referring to your Team Leader as appropriate
- marks are awarded when candidates clearly demonstrate what they know and can do
- marks are not deducted for errors
- marks are not deducted for omissions
- answers should only be judged on the quality of spelling, punctuation and grammar when these features are specifically assessed by the question as indicated by the mark scheme. The meaning, however, should be unambiguous.

**GENERIC MARKING PRINCIPLE 4:**

Rules must be applied consistently, e.g. in situations where candidates have not followed instructions or in the application of generic level descriptors.

**GENERIC MARKING PRINCIPLE 5:**

Marks should be awarded using the full range of marks defined in the mark scheme for the question (however; the use of the full mark range may be limited according to the quality of the candidate responses seen).

**GENERIC MARKING PRINCIPLE 6:**

Marks awarded are based solely on the requirements as defined in the mark scheme. Marks should not be awarded with grade thresholds or grade descriptors in mind.

**Please note the following further points:**

The words in **bold** in the mark scheme are important text that needs to be present, or some notion of it needs to be present. It does not have to be the exact word, but something close to the meaning.

If a word is underlined, this **exact** word must be present.

A single forward slash means this is an alternative word. A double forward slash means that this is an alternative mark point.

Ellipsis (...) on the end of one-mark point and the start of the next means that the candidate **cannot** get the second mark point without being awarded the first one. If a mark point has an ellipsis at the beginning, but there is no ellipsis on the mark point before it, then this is just a follow-on sentence and **can** be awarded **without** the previous mark point.



Question	Answer	Marks
<b>Section A</b>		
1(a)	<p>Many correct answers, the names used must be meaningful. The names given are examples only.  <b>One</b> mark per mark point, max <b>four</b></p> <ul style="list-style-type: none"> <li>• Variable <code>ClientName</code></li> <li>• Use     Storing the name of the person making the booking</li> <li>• Array    <code>BookingsLarge[ ]</code></li> <li>• Use     Storing the bookings for the large meeting room</li> </ul> <p><b>Task 1</b> – setting up a booking system structure for the meeting rooms  Set up suitable data structures for each of the three meeting rooms to store:</p> <ul style="list-style-type: none"> <li>• when it is booked during a fixed eight-week period</li> <li>• the client's name (the person making the booking)</li> <li>• a unique booking code</li> <li>• the cost of the booking.</li> </ul> <p><b>Task 2</b> – booking a meeting room  Extend the program in <b>Task 1</b> to enable bookings to be made so that the client enters their name, the meeting room required and the day of the booking. After the data has been entered, the program should check if the requested day is available for the required meeting room and if <b>not</b>, the client should be allowed to enter an alternative day or exit the program.</p> <p>If the requested day is available, the booking details and cost of the booking should be output for the client to confirm. Once confirmed, a unique booking code should be generated and stored in both the appropriate meeting room data structure and the unique booking code data structure. The client's name and cost of the booking should be stored in the appropriate data structures set up in <b>Task 1</b>.</p> <p>Bookings of more than one day must be entered as separate single day bookings.</p>	<b>4</b>

Question	Answer	Marks
1(b)	<p><b>One</b> mark per mark point, max <b>two</b></p> <p>MP1    input a piece of normal test data that should be accepted // use Large, Small1 or Small2 to check that these data are accepted // use a menu and check the input matches the available options</p> <p>MP2    Input a piece of erroneous test data that should be rejected // entry of anything that is not Large, Small1 or Small2 should be rejected // anything not on the menu should be rejected</p> <p>Explanation Task 2</p>	<b>2</b>
1(c)	<p><b>One</b> mark per mark point, max <b>four</b></p> <p>MP1    introduce a (new) variable/array for the number of days for the booking // introduce a (new) variable/array for the number of days for booking the same room // identify the number of days the same room has been booked by the same client</p> <p>MP2    use a conditional/IF statement to check if the length of the booking is 2 to 6 inclusive / 2, 3, 4, 5, or 6 //Use a CASE statement</p> <p>MP3    ... if it is, get the daily rate for the room booking</p> <p>MP4    ... multiply the number of days for the booking by the room rate</p> <p>MP5    ... multiply the total cost of the booking by 70%/.7// reduce the total cost by 30%</p> <p>Explanation Task 2</p>	<b>4</b>

Question	Answer	Marks
1(d)	<p><b>One</b> mark per mark point, max <b>six</b></p> <p>MP1     output all relevant input data using suitable variables for client name, meeting room choice, the booking day and the booking cost</p> <p>MP2     attempt to provide appropriate messages to accompany given output</p> <p>MP3     input with messages to confirm booking</p> <p>MP4     conditional statement or <code>WHILE</code> to check for a positive confirmation input</p> <p>MP5     attempt at generation of booking code</p> <p>MP6     fully unique booking code generated</p> <p>MP7     identification of meeting room using <code>CASE</code> or <code>IF</code> statements</p> <p>MP8     storage of booking code in both meeting room and booking code arrays/lists</p> <p>MP9     storage of client name and booking cost in appropriate arrays/lists</p> <p>Relevant parts of Task 2 for this question:</p> <ul style="list-style-type: none"> <li>• output the booking details and cost of the booking</li> <li>• take confirmation from client</li> <li>• generate a unique booking code</li> <li>• store the booking details.</li> </ul> <p>Assume the booking is for a single day and the requested booking day is available.</p> <p><b>Example answer</b></p> <pre>//Assume variables representing the current index position for the client //related arrays, ClientIndex, and index for date related arrays, //DateIndex, have been used OUTPUT "Your name is ", ClientName, Meeting Room ", MeetingRoom,       " starting on ", StartDay, " cost of booking ", BookingCost OUTPUT "Is this correct (Y or N)" INPUT Confirm IF Confirm = "Y"   THEN     BookingCode ← BookingCode + 1     CASE OF MeetingRoom       'Lg': MeetingLarge[DayIndex] ← BookingCode       'S1': MeetingSmall1[DayIndex] ← BookingCode       'S2': MeetingSmall2[DayIndex] ← BookingCode</pre>	<b>6</b>

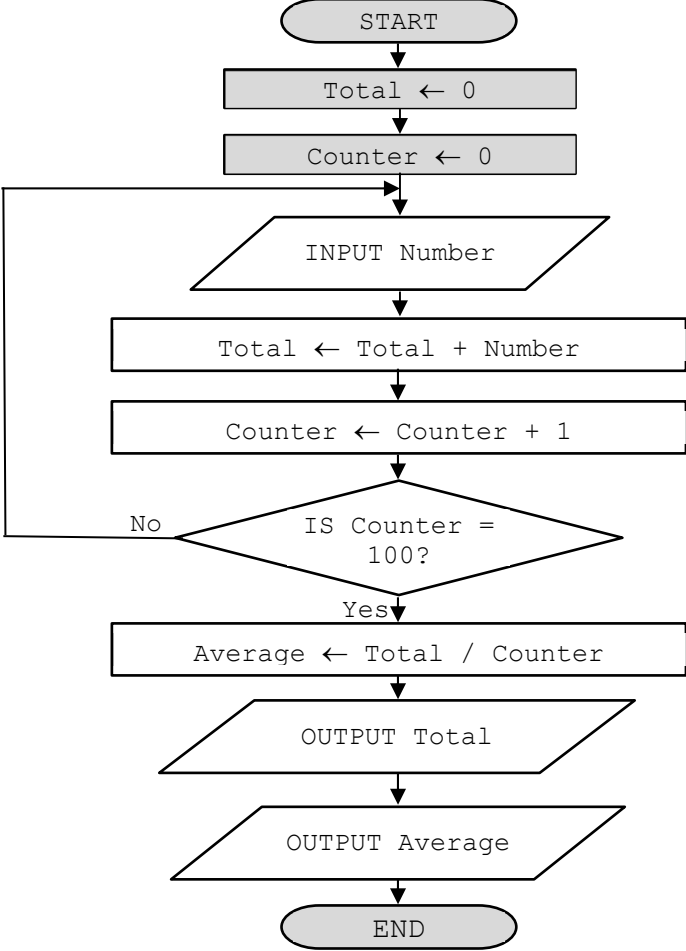
Question	Answer	Marks
1(d)	<pre> ENDCASE BookingCode[ClientIndex] ← BookingCode ClientName[ClientIndex] ← ClientName BookingCost[ClientIndex] ← BookingCost //No ELSE clause is specified in the task or the question //so, ignore it if one is given ENDIF </pre>	
1(e)	<p><b>One mark per mark point, max four</b></p> <p>MP1    select the room whose records are to be searched // input the room whose records are to be searched</p> <p>MP2    use a suitable loop (to search through the array that stores the bookings data for that room)</p> <p>MP3    use an IF statement/conditional statement to check if the current array element has a booking</p> <p>MP4    ... if not, use the array index to output the day represented</p> <p>MP5    check each element in the array until all array elements have been checked</p> <p><b>Task 3</b> – using the booking data  Extend the program in <b>Task 1</b> and <b>Task 2</b> to make use of the data that is available, to:</p> <ul style="list-style-type: none"> <li>• select a meeting room and output the days when it is free</li> <li>• total and output the amount of money currently taken for all three meeting rooms</li> <li>• check the bookings for a specific client.</li> </ul> <p>Only the first bullet point required for this question.</p>	<b>4</b>

Question	Answer	Marks																													
Section B																															
2	<p>One mark per row, max <b>four</b></p> <table><tr><th rowspan="2">Description</th><th colspan="4">Types of test data</th></tr><tr><th>Boundary</th><th>Erroneous / Abnormal</th><th>Extreme</th><th>Normal</th></tr><tr><td>test data that is always on the limit of acceptability</td><td></td><td></td><td>✓</td><td></td></tr><tr><td>test data that is either on the limit of acceptability or test data that is just outside the limit of acceptability</td><td>✓</td><td></td><td></td><td></td></tr><tr><td>test data that will always be rejected</td><td></td><td>✓</td><td></td><td></td></tr><tr><td>test data that is within the limits of acceptability</td><td></td><td></td><td>✓</td><td>✓</td></tr></table>	Description	Types of test data				Boundary	Erroneous / Abnormal	Extreme	Normal	test data that is always on the limit of acceptability			✓		test data that is either on the limit of acceptability or test data that is just outside the limit of acceptability	✓				test data that will always be rejected		✓			test data that is within the limits of acceptability			✓	✓	4
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test data that is within the limits of acceptability			✓	✓																											

Question	Answer	Marks
3	<p><b>One mark per mark point, max four</b></p> <ul style="list-style-type: none"> <li>variables are used to represent values that can change during the execution of a program // variables can be used to store the results of calculations / counting / totalling // can store values entered by the user</li> <li>variable example – any data that is input into a program such as a date</li> <li>constants represent values that <b>must stay the same throughout the execution of a program</b></li> <li>constant example – any value that does not change, such as Pi in mathematical formulae</li> </ul>	4

Question	Answer	Marks																																																																																																																																																																		
4(a)	<p><b>One</b> mark per mark point, max <b>seven</b></p> <p>MP1 correct <b>In</b> column</p> <p>MP2 correct <b>Logic</b> column</p> <p>MP3 correct <b>Test</b> column</p> <p>MP4 correct <b>Number</b> column</p> <p>MP5 correct <b>Store[Count]</b> column</p> <p>MP6 correct <b>Count</b> and <b>Limit</b> columns</p> <p>MP7 correct <b>Out</b> and <b>OUTPUT</b> columns</p> <table><tr><th>In</th><th>Logic</th><th>Test</th><th>Number</th><th>Store [Count]</th><th>Count</th><th>Limit</th><th>Out</th><th>OUTPUT</th></tr><tr><td></td><td></td><td></td><td></td><td></td><td>0</td><td>5</td><td></td><td></td></tr><tr><td>1</td><td>TRUE</td><td>2</td><td>9</td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td>3</td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td>FALSE</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>2</td><td>TRUE</td><td>2</td><td>5</td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td>3</td><td></td><td>5</td><td>1</td><td></td><td></td><td></td></tr><tr><td>3</td><td>TRUE</td><td>2</td><td>8</td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td>FALSE</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>4</td><td>TRUE</td><td>2</td><td>10</td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td>FALSE</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>5</td><td>TRUE</td><td>2</td><td>7</td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td>3</td><td></td><td>7</td><td>2</td><td></td><td>0</td><td>5</td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>1</td><td>7</td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>	In	Logic	Test	Number	Store [Count]	Count	Limit	Out	OUTPUT						0	5			1	TRUE	2	9								3								FALSE								2	TRUE	2	5								3		5	1				3	TRUE	2	8							FALSE								4	TRUE	2	10							FALSE								5	TRUE	2	7								3		7	2		0	5								1	7																																					7
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Question	Answer	Marks
4(b)	<p><b>One</b> mark per mark point, max <b>two</b></p> <ul style="list-style-type: none"> <li>• to find / output prime numbers</li> <li>• ... store prime numbers in an array</li> </ul>	<b>2</b>
4(c)	<p><b>One</b> mark per mark point, max <b>three</b></p> <p>MP1    insert a <code>WHILE</code> loop ... // pre-condition loop</p> <p>MP2    ... after <code>Input Number</code></p> <p>MP3    ... with a condition to enter the loop <code>Number &lt; 3</code></p> <p>MP4    an error message included within the loop to ask for a re-entry of <code>Number</code></p> <p>MP5    ...with another input prompt for <code>Number</code></p> <p>MP6    <code>ENDWHILE</code> closes the loop and the program carries on from <code>REPEAT</code> in the original algorithm</p> <p><b>OR</b></p> <p><b>One</b> mark per mark point, max <b>three</b></p> <p>MP1    insert a <code>REPEAT</code> loop ... // post-condition loop</p> <p>MP2    ... before <code>Input Number</code></p> <p>MP3    a conditional statement should be placed after <code>Input Number</code></p> <p>MP4    ...to check if <code>Number &lt; 3</code></p> <p>MP5    if the number entered is <code>&lt;3</code>, an error message included within the loop to ask for a re-entry of <code>Number</code></p> <p>MP6    <code>UNTIL Number &gt;= 3</code> closes the loop and the program carries on from <code>REPEAT</code> in the original algorithm</p>	<b>3</b>

Question	Answer	Marks
5	<p><b>One</b> mark per mark point, max <b>six</b></p> <p>MP1 input box</p> <p>MP2 correct totalling using Total</p> <p>MP3 correct counting using Counter</p> <p>MP4 correct conditional statement for Counter</p> <p>MP5 correct calculation of Average</p> <p>MP6 correct outputs of Total and Average</p>  <pre> graph TD     START([START]) --&gt; InitTotal[Total ← 0]     InitTotal --&gt; InitCounter[Counter ← 0]     InitCounter --&gt; Input[/INPUT Number/]     Input --&gt; AddTotal[Total ← Total + Number]     AddTotal --&gt; IncCounter[Counter ← Counter + 1]     IncCounter --&gt; Decision{IS Counter = 100?}     Decision -- No --&gt; Input     Decision -- Yes --&gt; CalcAvg[Average ← Total / Counter]     CalcAvg --&gt; OutputTotal[/OUTPUT Total/]     OutputTotal --&gt; OutputAvg[/OUTPUT Average/]     OutputAvg --&gt; END([END]) </pre>	6



Question	Answer	Marks																																				
6(a)	Larger	1																																				
6(b)	<p><b>One</b> mark per mark point, max <b>three</b></p> <ul style="list-style-type: none"><li>• correct fields correctly named and table names</li><li>• correct sort and show box rows</li><li>• correct search criteria</li></ul> <table><tr><td>Field:</td><td>PlanetName</td><td>Larger</td><td>YearLength</td><td></td><td></td></tr><tr><td>Table:</td><td>PLANETS</td><td>PLANETS</td><td>PLANETS</td><td></td><td></td></tr><tr><td>Sort:</td><td>Ascending</td><td></td><td></td><td></td><td></td></tr><tr><td>Show:</td><td><input checked="" type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td></tr><tr><td>Criteria:</td><td></td><td>Yes</td><td>&gt;365</td><td></td><td></td></tr><tr><td>or:</td><td></td><td></td><td></td><td></td><td></td></tr></table>	Field:	PlanetName	Larger	YearLength			Table:	PLANETS	PLANETS	PLANETS			Sort:	Ascending					Show:	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Criteria:		Yes	>365			or:						3
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