Candidate Name: NGO THO QUANG

**Candidate Number:** 

Insert your centre number, name and candidate number into the header above.

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For example: evidence\_zz999\_9999

Screenshots or program listings must be copied into appropriate cells in the following table.

Examiners must be able to read the contents including any screenshots without the use of a magnifying glass. Answers that are not readable or missing will not be awarded any marks.

Save this evidence document at regular intervals, for example every 10 minutes.

## **Question 1**

#### Part 1(a)

```
StackData = [] # 1D Array of 10 integer elements
StackPointer = 0
```

#### Part 1(b)

def PrintStack():

```
global StackData, StackPointer

print("Stack values: ", end="")
for i in range(StackPointer): # Loop over the Stack
    print(StackData[i], end=" ") # Print value

print("\nPointer Value:", StackPointer) # Print pointer value
```

#### Part 1(c)

def PushToStack(value):

```
global StackData, StackPointer
if StackPointer == 10: # Check if stack is full
    return False
else:
    StackData[StackPointer] = value # Push the value to the stack
    StackPointer += 1 # Move the pointer to the next free space
    return True
```

#### **Part 1(d)(i)**

```
for i in range(11): # run 11 times
    InputValue = int(input("Enter the number to push to stack: "))

PushResponse = PushToStack(InputValue)

if PushResponse == True: # Check if value is pushed to stack
    print("Successfully pushed value", InputValue, "to Stack") #
```

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```
Output sucessful message
  else:
    print("Stack is full, cannot push value", InputValue, "to stack")
# Output failed message

PrintStack()
```

#### Part 1(d)(ii)

```
9618 s22 mj_42 > python Question1_J22.py
Enter the number to push to stack: 11
Successfully pushed value 11 to Stack
Enter the number to push to stack: 12
Successfully pushed value 12 to Stack
Enter the number to push to stack: 13
Successfully pushed value 13 to Stack
Enter the number to push to stack: 14
Successfully pushed value 14 to Stack
Enter the number to push to stack: 15
Successfully pushed value 15 to Stack
Enter the number to push to stack: 16
Successfully pushed value 16 to Stack
Enter the number to push to stack: 17
Successfully pushed value 17 to Stack
Enter the number to push to stack: 18
Successfully pushed value 18 to Stack
Enter the number to push to stack: 19
Successfully pushed value 19 to Stack
Enter the number to push to stack: 20
Successfully pushed value 20 to Stack
Enter the number to push to stack: 21
Stack is full, cannot push value 21 to stack
Stack values: 11 12 13 14 15 16 17 18 19 20
Pointer Value: 10
```

# Part 1(e)(i)

```
global StackData, StackPointer

if StackPointer == 0: # Check if stack is empty
    return -1

TopValue = StackData[StackPointer-1] # Get the top value
    StackData.pop() # Remove the value from list
    StackPointer = StackPointer - 1 # Move the pointer to the previous
free space
    return TopValue
```

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```
Part 1(e)(ii)
```

```
9618_s22_mj_42 > python Question1_J22.py
Enter the number to push to stack: 11
Successfully pushed value 11 to Stack
Enter the number to push to stack: 12
Successfully pushed value 12 to Stack
Enter the number to push to stack: 13
Successfully pushed value 13 to Stack
Enter the number to push to stack: 14
Successfully pushed value 14 to Stack
Enter the number to push to stack: 15
Successfully pushed value 15 to Stack
Enter the number to push to stack: 16
Successfully pushed value 16 to Stack
Enter the number to push to stack: 17
Successfully pushed value 17 to Stack
Enter the number to push to stack: 18
Successfully pushed value 18 to Stack
Enter the number to push to stack: 19
Successfully pushed value 19 to Stack
Enter the number to push to stack: 20
Successfully pushed value 20 to Stack
Enter the number to push to stack: 21
Stack is full, cannot push value 21 to stack
Stack values: 11 12 13 14 15 16 17 18 19 20
Pointer Value: 10
removed 20
removed 19
Stack values: 11 12 13 14 15 16 17 18
Pointer Value: 8
```

# **Question 2**

## Part 2(a)

import random

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```
for i in range(10):
    InsideArray = [] # Blank array for 10 integer elements
    for j in range(10):
        RandomNumber = random.randint(1,100) # Generate a random number
between 1 and 100
        InsideArray.append(RandomNumber) # Add to the subarray

ArrayData.append(InsideArray) # Append to main array
```

ArrayData = [] # 2D Array of 10 by 10 integer elements

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```
Part 2(b)(i)
```

## Part 2(b)(ii)

```
def printArrayData():
    global ArrayData
    for i in range(10): # Loop over first dimension
        for j in range(10): # Loop over second dimension
            print(ArrayData[i][j], end="\t") # Output value [row][column]
        print("\n") # Create new line (new row)
```

# make sure copy all in here

## Part 2(b)(iii)

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	9618_s22_mj_42 > python Values before sorting						<pre>Question2_J22.py</pre>			
15	59	54		54	_	4	66	20	18	
20	60	61	2	84	36	73	88	52	15	
69	76	65	86	91	78	74	27	76	93	
23	58	97	98	37	41	50	68	38	61	
63	35	69	33	90	56	18	93	22	99	
40	31	59	61	29	92	1	78	56	52	
19	93	44	30	23	6	74	91	21	82	
12	54	78	88	59	34	99	5	42	88	
62	66	67	13	60	90	28	2	13	20	
36	11	66	32	8	41	71	27	65	33	
Values after sorting										
4	15	17	18	20	37	54	54	59	66	
2	15	20	36	52	60	61	73	84	88	
27	65	69	74	76	76	78	86	91	93	
23	37	38	41	50	58	61	68	97	98	
18	22	33	35	56	63	69	90	93	99	
1	29	31	40	52	56	59	61	78	92	
6	19	21	23	30	44	74	82	91	93	
5	12	34	42	54	59	78	88	88	99	
2	13	13	20	28	60	62	66	67	90	
8	11	27	32	33	36	41	65	66	71	

Part 2(c)(i)

def BinarySearch(SearchArray, Lower, Upper, SearchValue) -> int:

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```
global ArrayData
if Upper > Lower:
    Mid = (Lower + (Upper -1)) // 2
    if SearchArray[0][Mid] == SearchValue:
        return Mid
    else:
        if SearchArray[0][Mid] > SearchValue:
            return BinarySearch(SearchArray, 0, Mid - 1, SearchValue)
        else:
            return BinarySearch(SearchArray, Mid+1, Upper,
SearchValue)
    return -1
```

#### Part 2(c)(ii)

```
Finding number 96
9
Finding number 102
-1
```

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## **Question 3**

```
Part 3(a)
```

```
class Card:
    # private __number: INTEGER number of the card
    # private __colour: STRING colour of the card
    def __init__ (self, number, colour):
        self.__number = number # Create a private attribute to store
number
    self.__colour = colour # Create a private attribute to store
colour
```

Part 3(b)

```
def GetNumber(self):
    return self.__number

def GetColour(self):
    return self.__colour
```

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```
Part 3(c)
```

```
CardArray = [] # Array of 30 elements with datatype Card

CardValuesFile = open('CardValues.txt', 'r') # Open CardValues.txt

CardValuesFileData = CardValuesFile.read().split("\n") # Read the data
line by line

NumberOfLines = 60

CardValuesFile.close() # Close the file

for line in range(0, NumberOfLines, 2): # Loop through 2 lines at a time
        CardNumber = int(CardValuesFileData[line]) # Get card number
        CardColour = CardValuesFileData[line+1] # Get card colour

CardArray.append(Card(CardNumber, CardColour)) # Add the Card to the
array
```

#### Part 3(d)

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```
def ChooseCard():
   global ChosenCards
   CardAvailible = False
   while CardAvailible == False:
        CardChoice = int(input("Select the card index you want: "))
        if CardChoice >= 1 and CardChoice <= 30: # Check if valid index
            if CardChoice not in ChosenCards: # Check if card is already
chosen
                CardAvailible = True # Set valid varible to True
                ChosenCards.append(CardChoice) # Add choice to chosen
cards
            else:
                print("Card already chosen, please choose again") #
Display message asking user to choose again
        else:
            print("Not valid index, please choose from 1 to 30
(inclusive)") # Display message asking user to choose again
    return CardChoice # return index of chosen card
```

### Part 3(e)(i)

```
Player1 = [] # Array for player 1 chosen cards of type Card

for i in range(4):
    Player1CardChoice = ChooseCard() # Ask player to choose card
    Player1.append(CardArray[Player1CardChoice-1]) # Add the chosen card
to Player1's array minus 1 because index starts at 0

print("Player 1 chosen cards:")
for i in range(4): # Loop over Player1 chosen cards
```

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```
P1Card = Player1[i]
P1CardNumber = P1Card.GetNumber() # Get card number
P1CardColour = P1Card.GetColour() # Get card colour
print("Card:", P1CardNumber, "-", P1CardColour) # Output card number
and colour
```

#### Part 3(e)(ii)

```
9618_s22_mj_42 > python Question3_J22.py
Select the card index you want: 1
Select the card index you want: 5
Select the card index you want: 9
Select the card index you want: 10
Player 1 chosen cards:
Card: 1 - red
Card: 9 - green
Card: 9 - orange
Card: 10 - red
```

TEST 2:

```
9618_s22_mj_42 > python Question3_J22.py
Select the card index you want: 2
Select the card index you want: 2
Card already chosen, please choose again
Select the card index you want: 3
Select the card index you want: 4
Select the card index you want: 4
Card already chosen, please choose again
Select the card index you want: 5
Player 1 chosen cards:
Card: 5 - black
Card: 2 - white
Card: 4 - red
Card: 9 - green
```

Time taken: 2:01:50 69/75