

# ADVANCED SUBSIDIARY GCE COMPUTING

F452

Programming Techniques and Logical Methods



Candidates answer on the Question Paper

**OCR Supplied Materials:** 

None

**Other Materials Required:** 

None

Friday 22 January 2010 Morning

**Duration:** 1 hour 30 minutes



Candidate Forename				Candidate Surname					
Centre Numb	oer					Candidate N	umber		

### **INSTRUCTIONS TO CANDIDATES**

- Write your name clearly in capital letters, your Centre Number and Candidate Number in the boxes above.
- Use black ink. Pencil may be used for graphs and diagrams only.
- Read each question carefully and make sure that you know what you have to do before starting your answer.
- Answer all the guestions.
- Do not write in the bar codes.
- Write your answer to each question in the space provided, however additional paper may be used if necessary.

### **INFORMATION FOR CANDIDATES**

- The number of marks is given in brackets [ ] at the end of each question or part question.
- The total number of marks for this paper is 100.
- This document consists of 24 pages. Any blank pages are indicated.

- 1 A 10-pin bowling club uses a computer program to rank its members according to their bowling average.
  - (a) The program uses a file containing records of all the members of the club. Each record contains the following fields about the member:
    - A member ID consisting of the first letter of their surname followed by 4 digits,
    - The name of the member.
    - The date the member joined the club,
    - The current average score of the member,
    - The number of games played by the member, since joining.

Using the table below, state the most appropriate data type and size of each field.

Field	Data Type	Size
MemberID		
Name		
DateJoined		
CurrentAverage		
GamesPlayed		

(b) The club needs to record details for 2000 members in the member file.

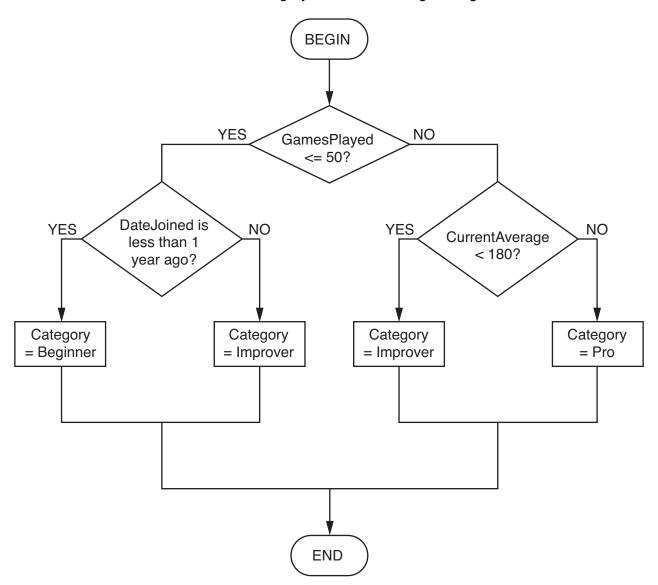
Using your answer to part (a), estimate the size of the file in kilobytes. You must show your working.

......[5]

(c)	The	file will be arranged as an indexed sequential file.	
	(i)	Using the member file as an example, describe what is meant by an indexed sequer file.	ntia
			[4]
	(ii)	Explain why an indexed sequential file is a suitable way to organise the member file.	

The computer places the members into three different categories – Beginner, Improver and Pro – according to the data in their record.

The method used to decide which category a member belongs to is given in the flowchart below.



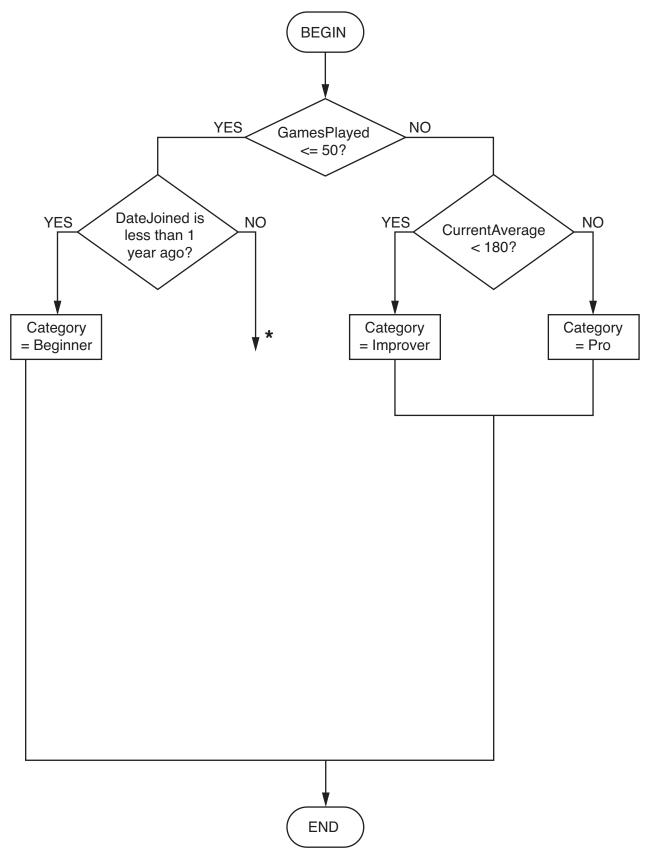
For each member, state in which category they will be placed, explaining how you obtain your answer from the flowchart.

(i)		
	MemberID: A6718 Name: Bashir Ali DateJoined: 03/04/2008 CurrentAverage: 200 GamesPlayed = 40	
	 	[3]
(ii)		٦
	MemberID: S9140 Name: Susan Striker DateJoined: 01/03/2000 CurrentAverage: 180 GamesPlayed = 320	
		_
	 	[3]

(e) The club changes the rules.

Complete the flowchart at the arrow marked \* to show:

- If the CurrentAverage >= 200 then the category should be Pro,
- otherwise the category should be Improver.



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A program contains the following procedure to calculate the number of tiles needed to cover a

floo	r.	
	02 03 04 05 06	PROCEDURE solveit(L, W, T)  a = L DIV T  b = (W DIV T) + 1  c = a * b  d = c + (c DIV 10)  OUTPUT d  END PROCEDURE
(a)	lder	ntify the programming construct which has been used in this procedure.
		[1]
(b)	This	s procedure has parameters.
	(i)	Describe what is meant by a parameter.
		[3]
	(ii)	State the parameters of this procedure.
		[1]

(c)	The procedure is called as follows:
	solveit (400, 230, 50)
	State the values of the variables a, b, c, and d at the end of this procedure call.
	a =
	b =
	c =
	d =[4]
(d)	The value output in line 06 represents the number of tiles needed to cover the floor.
	By concatenating strings to the value of d, format the output statement in line 06 so that it is user friendly.
	[2]

The	e quality of your w	ritten comn	nunication	will be ass	sessed in y	our answer	to this question
••••							
		•••••					
		•••••					
		•••••					

## 11

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# PLEASE TURN OVER FOR THE NEXT QUESTION PLEASE DO NOT WRITE ON THIS PAGE

3 A company produces a game which is to be played on mobile phones.

In the game, a character moves forward and backward along a platform, and can also jump or duck to avoid obstacles. The game is controlled using the standard keypad of the telephone.



The pseudo-code to control the character is

01 REPER
----------

- 02 INPUT Key
- 03 Move Character according to the key input
- 04 UNTIL the end of platform is reached

(a)	This	s code uses iteration.
	(i)	Describe what is meant by iteration.
		[2
		L-
	(ii)	Describe <b>two</b> types of iteration construct other than the type used in the pseudo-code above.
		Type 1
		Type 2

.....[4]

(b)	To implement line 03 of the pseudo-code, the programmers decide to use a SELECT CASE statement.							
	-	lain what is meant by a SELECT CASE statement, and how it can be used to move the racter.						
		[4]						
(c)	The	design for the game also contains the following pseudo-code						
		01 IF Character has reached end of platform 02 Display "YOU WIN"						
		03 REPEAT 04 Play Music 05 END IF 06 UNTIL any key is pressed						
	(i)	Explain why this pseudo-code contains an error.						
		[2]						
	(ii)	State the type of error the pseudo-code contains and when the error would be detected implemented.						
		Type of error						
		When detected						
		[2]						

(d)	Name and describe <b>one other</b> type of error which can occur in a program, stating when i would be detected.
	[3]

## 15

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4 A mail order company charges for delivery depending on the volume and the weight of the items purchased. A computer program processes orders and calculates the cost of delivery.

Here is an extract from the program.

```
01 BEGIN PROGRAM
02
     VARIABLE TotalWeight : REAL
03
     VARIABLE TotalVolume : REAL
04
05
     PROCEDURE CalculateTotals()
06
07
80
       VARIABLE i : INTEGER
09
10
       TotalWeight = 0
       TotalVolume = 0
11
12
 . . .
```

(a) In line 03 of this extract, TotalWeight is declared as a global variable.

(i)	Describe what is meant by a variable.	
		[3
(ii)	Identify one other global variable and one local variable declared in the extract shown	١.
	Global variable:	
	Local variable:	[2

	(iii)	Explain the difference between a global variable and a local variable.	
			4]
(b)	Expl	ain why lines 10 and 11 are needed.	
		[	2]
(c)	The	program is tested using beta-testing and acceptance testing.	
	Expl	ain the difference between beta-testing and acceptance testing.	
		[	4]

(d) The code for calculating the total weight and the total volume of the items purchased is shown below.

```
10 TotalWeight = 0
11 TotalVolume = 0
12
13 FOR i = 1 TO NumberOfItemsOrdered
14    TotalWeight = TotalWeight + WeightOfItem(i)
15    TotalVolume = TotalVolume + VolumeOfItem(i)
16 NEXT i
```

A dry run uses the following test data:

```
NumberOfItemsOrdered = 2
WeightOfItem(1) = 0.3
VolumeOfItem(1) = 200
WeightOfItem(2) = 0.1
VolumeOfItem(2) = 150
```

Complete the trace table opposite, showing each line of the algorithm which will be executed. On each line, write down the new values of any variables that are changed.

You may not need every row in the table.

Line of Code	Variables Changed			
Executed	i	TotalWeight	TotalVolume	

[9]

- (e) The cost of delivery is calculated as follows:
  - There is a basic delivery charge of £5 for all orders.
  - If the total weight of an order is more than 1 kg, there is an additional charge of £0.50 for every extra 0.1 kg.
  - If the total volume of an order is more than 1000 cm<sup>3</sup>, there is an additional charge of £0.50 for every extra 200 cm<sup>3</sup>.

Write an algorithm for a function which makes use of the global variables TotalWeight and TotalVolume and returns the cost of delivery.
rest

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