1 Tick (✓) **one** box in each row to identify the programming construct where each keyword is used.

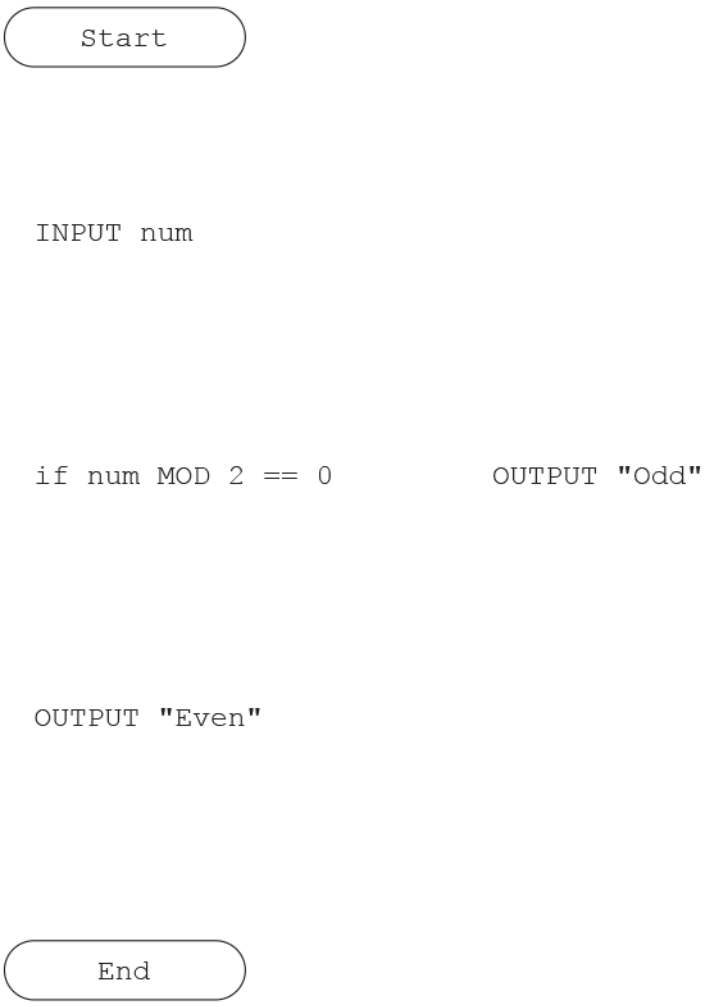
Keyword	Programming construct	
	Selection	Iteration
`if`		
`for`		
`while`		

[3]

2 An algorithm decides if a number is odd or even.
An odd number divided by 2 will give the remainder 1.

The flowchart statements have been written for the algorithm, but the flowchart is incomplete.

Complete the flowchart.



[4]

3(a) State what is meant by the term syntax error. Give **one** example of a syntax error in a program.

Definition ---

Example ---

---

[2]

(b) A student writes an algorithm to input two numbers and add them together to create a total.

If the total is between 10 and 20 inclusive, "`success`" is output.

If the total is not between 10 and 20 inclusive, "`warning`" is output.

```
01 num1 = input("Enter a number")
02 num2 = input("Enter a number")
03 total = num1 + num1
04 if total >= 10 then
05 print("success")
06 else
07 print("warning")
08 endif
```

The algorithm does not work correctly.

Identify the line number of the **two** logic errors in the algorithm and refine the code to correct each logic error.

Line number ---

Correction ---

Line number ---

Correction ---

[4]

(c)

i. Show how a binary search will be used to find the number 10 in the following data set:

1 2 5 6 7 10 20

[3]

ii. State **one** pre-requisite for a binary search algorithm.

[1]

iii. Tick (✓) **one** box to identify the name of the sorting algorithm that splits data into individual items before recombining in order.

☐ Bubble sort

☐ Insertion sort

☐ Merge sort

[1]

4(a) A program allows users to search for and watch videos. Users give a rating to the videos they watch.

Identify **one** input and **one** output for the program.

Input

Output

[2]

(b) Describe **one** method of defensive design that can be used when creating the program.

---

[2]

5(a) Complete the truth table for P = (A AND B) OR C

A	B	C	P
0	0	0	
0	0	1	
0	1	0	
0	1	1	
1	0	0	
1	0	1	
1	1	0	
1	1	1	

[4]

(b) Draw a logic circuit for **P = NOT A AND (B OR C)**

[3]

6(a) The variable message is assigned a value.

```
message = "abcd1234"
```

Complete the table to show the output when each statement executes.

The first output has been completed for you.

Statement	Output
`print(message.length)`	8
`print(message.upper)`	
`print(message.left(4))`	
`print(int(message.right(4))*2)`	

[3]

(b) Write an algorithm in pseudocode to:

- store "`Hello`" in the variable `word1`
- store "`Everyone`" in the variable `word2`
- concatenate `word1` and `word2` to store "`HelloEveryone`" in the variable `message`

[3]

7(a) Give **two** reasons why some programs are written in a low-level language.

1

2

[2]

(b) Describe the benefits of using a compiler instead of an interpreter when writing a program.

[3]

8(a) An algorithm stores the position of a character on a straight line as an integer. A user can move the character left or right.

The following algorithm:

- generates one random number between 1 and 512 (inclusive) to store as the position
- prompts the user to input a direction to move (left or right)
- takes a direction as input until a valid direction is input.

```
p = random(1, 512)

print("The position is ", p)

a = ""

while a != "left" and a != "right"

  a = input("Enter direction, left or right")

endwhile
```

Describe **two** ways to improve the maintainability of the algorithm.

1 .....

.....

2 .....

.....

[4]

(b) If the character moves left, 5 is subtracted from the position.
If the character moves right, 5 is added to the position.

The position of the character can only be between 1 and 512 inclusive.

The function `moveCharacter()`:

- takes the direction (left or right) and current position as parameters
- changes `position` based on `direction`
- sets `position` to 1 if the new position is less than 1
- sets `position` to 512 if the new position is greater than 512
- returns the new position.

Complete the function `moveCharacter()`

```
function moveCharacter(direction, position)
```

.....

```
endfunction
```

[6]

9(a) Students take part in a sports day. The students are put into teams.

Students gain points depending on their result and the year group they are in. The points are added to the team score.

The team with the most points at the end of the sports day wins.

Data about the teams and students is stored in a sports day program.

i. Identify the most appropriate data type for each variable used by the program.

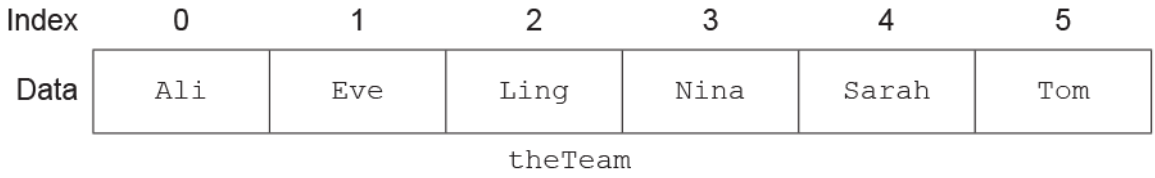
Each data type must be different.

Variable	Example	Data type
teamName	"Super-Team"	
studentYearGroup	11	
javelinThrow	18.2	

[3]

ii. The student names for a team are stored in an array with the identifier `theTeam`

An example of the data in this array is shown:



A linear search function is used to find whether a student is in the team. The function:

- takes a student name as a parameter
- returns `True` if the student name is in the array
- returns `False` if the student name is **not** in the array.

Complete the design of an algorithm for the linear search function.

```
function linearSearch(studentName)

   for count = 0 to ……..…..…….……

     if theTeam[……..…..…….……] == ……..…..…….…… then

       return ……..…..…….……

     endif

   next count

   return False

endfunction
```

[4]

(b) This algorithm calculates the number of points a student gets for the distance they throw in the javelin:

```
01 javelinThrow = input("Enter distance")
02 yearGroup = input("Enter year group")
03 if javelinThrow >= 20.0 then
04 score = 3
05 elseif javelinThrow >= 10.0 then
06 score = 2
07 else
08 score = 1
09 endif
10 if yearGroup != 11 then
11 score = score * 2
12 endif
13 print("The score is", score)
```

Complete the trace table for the algorithm when a student in year 10 throws a distance of 14.3

You may not need to use all the rows in the table.

Line number	javelinThrow	yearGroup	score	Output

[4]

(c) The height a student jumps in the high jump needs to be input and validated.
The height is entered in centimetres (cm) and must be between 40.0 and 180.0 inclusive.

i. Write an algorithm to:

Each data type must be different.

- take the height jumped as input
- output "`VALID`" **or** "`NOT VALID`" depending on the height input.

You must use **either**:
- OCR Exam Reference Language, **or**
- A high-level programming language that you have studied.

[4]

ii. The algorithm is tested using a range of tests.

Complete the table to identify an example of test data for each type of test.

Test data (height jumped in cm)	Type of test	Expected output
	Normal	`"VALID"`
	Boundary	`"VALID"`
	Erroneous	`"NOT VALID"`

[3]

(d) The individual results for each student in each event are stored in a database.

The database table `TblResult` stores the times of students in the 100 m race. Some of the data is shown:

StudentID	YearGroup	TeamName	Time
11GC1	11	Valiants	20.3
10VE1	10	Super-Team	19.7
10SM1	10	Super-Team	19.2
11JP2	11	Champions	19.65

Complete the SQL statement to show the Student ID and team name of all students who are in year group 11

```
SELECT StudentID, .....

FROM .....

.....
```

[4]

(e) Abstraction and decomposition have been used in the design of the sports day program.

i. Identify **one** way that abstraction has been used in the design of this program.

---

[1]

ii. Identify **one** way that decomposition has been used in the design of this program.

---

[1]

(f) An algorithm works out which team has won (has the highest score).

Write an algorithm to:

- prompt the user to enter a team name and score, or to enter "stop" to stop entering new teams
- repeatedly take team names and scores as input until the user enters "stop"
- calculate which team has the highest score
- output the team name and score of the winning team in an appropriate message.

You must use **either**:

- OCR Exam Reference Language, **or**
- A high-level programming language that you have studied

---

[6]

END OF QUESTION PAPER