Cambridge O Level

Cambridge International Examinations
Cambridge Ordinary Level

CANDIDATE NAME	

CENTRE NUMBER						CANDIDATE NUMBER				

7917126560

COMPUTER SCIENCE **2210/23**

Paper 2 Problem-solving and Programming **October/November 2017**

1 hour 45 minutes

Candidates answer on the Question Paper.

No Additional Materials are required.

No calculators allowed.

READ THESE INSTRUCTIONS FIRST

Write your Centre number, candidate number and name in the spaces at the top of this page.
Write in dark blue or black pen.
You may use an HB pencil for any diagrams, graphs or rough working.
Do not use staples, paper clips, glue or correction fluid.
DO **NOT** WRITE IN ANY BARCODES.

Answer **all** questions.

DO NOT ATTEMPT TASKS 1, 2 AND 3 in the pre-release material; these are for information only.

You are advised to spend no more than **40 minutes** on **Section A** (Question 1).

No marks will be awarded for using brand names of software packages or hardware.

At the end of the examination, fasten all your work securely together.

The number of marks is given in brackets [ ] at the end of each question or part question.

The maximum number of marks is 50.

This document consists of **12** printed pages.

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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 tasks before the examination to answer Question 1.

Pre-release material

A small airfield operates a flying club where people can take a short flight to see if they would like flying lessons. The owner of the airfield has asked you to write a program to organise the flight bookings. The airfield operates three different planes and offers either a 30 minute or a 60 minute flight.

The following table shows the tariff:

Length of Flight	2 Seater Plane	4 Seater Plane	Historic Plane
30 minutes	$100	$120	$300
60 minutes	$150	$200	$500

After each flight, 30 minutes must be allowed for refuelling and safety checks before the next flight can take off. All planes offer both 30 minute and 60 minute flights, but, for the purpose of this activity, they will not be mixed on a given day, e.g. the 2 seater will offer 30 minute flights ONLY on one day and 60 minute flights ONLY on another day.

Write and test a program for the owner of the airfield.

- Your program must include appropriate prompts for the entry of data.
- Error messages and other output 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 – Work out the maximum income.
Assume that the flights take place between 08:00 and 18:00. Write a program that will work out the maximum income that can be generated by each plane in a day for each type of flight. The program should allow you to:

- input the type of plane
- input the length of flight
- calculate the maximum number of flights in a day
- output the total possible income per day for the choice of plane and length of flight

TASK 2 – Record bookings.
Write a program to store bookings for each plane and to allow you to find which planes are available at a given time slot during the day. The program should calculate the actual number of flights taken by each plane in that day.

TASK 3 – Work out income.
Modify TASK 2 so that it will calculate the total amount of money taken in a day for each plane, as well as the overall daily total for all three planes, and output the results.

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1 **(a)** All variables, constants and other identifiers should have meaningful names.

(i) Declare suitable arrays for each of the planes to store time slots booked.

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.....[3]

(ii) Name **one** variable and **one** constant you used for **Task 1** and state the purpose of each one.

Variable .....

Purpose .....

.....

Constant .....

Purpose .....

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[4]

(b) Write an algorithm to complete **Task 1**, using **either** pseudocode, programming statements or a flowchart.

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(c) Describe how you could validate and test the inputs for **Task 1**.

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(d) Explain how your program checks and displays whether any of the planes are available at a given time of the day (**Task 2**). Any programming statements used must be fully explained.

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Section B

2 This section of program code asks for 80 numbers between 100 and 1000 to be entered. It checks that the numbers are in the correct range, and stores them in an array. It counts how many of the numbers are larger than 500 and then outputs the result when the program is finished.

```
1 Count = 0
2 FOR Index = 1 TO 80
3   INPUT 'Enter a number between 100 and 1000', Number
4   WHILE Number = 99 AND Number = 1001
5     INPUT 'This is incorrect, please try again', Number
6   ENDWHILE
7   Num[80] = Number
8   IF Number > 500 THEN Count = Count + 1
9  UNTIL Index = 80
10 PRINT Index
11 PRINT ' numbers were larger than 500'
```

There are **four** lines of code that contain errors.

State the line number for each error and write the correct code for that line.

Error 1 Line Number .....

Correct Code .....

Error 2 Line Number .....

Correct Code .....

Error 3 Line Number .....

Correct Code .....

Error 4 Line Number .....

Correct Code .....

[4]

3 **(a)** Explain the difference between a validation check and a verification check.

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.....[2]

(b) Describe, using an example, how data could be verified on data entry.

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.....[2]

(c) Explain what is meant by the term library routine.

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.....[2]

4 **(a)** **Four** pseudocode descriptions and **five** pseudocode statements are shown. Draw one line to link each pseudocode description to the correct pseudocode statement. Not all pseudocode statements will be used.

Pseudocode description	**Pseudocode statement**
A loop that will iterate at least once.	`FOR…TO…NEXT`
A conditional statement to deal with many possible outcomes.	`IF…THEN…ELSE…ENDIF`
A loop that will iterate a set number of times.	`WHILE…DO…ENDWHILE`
A conditional statement with different outcomes for true and false.	`CASE…OF…OTHERWISE…ENDCASE`
	`REPEAT…UNTIL`

[4]

(b) Write an algorithm in pseudocode, using a single loop, to print 50 names that have been stored in an array.

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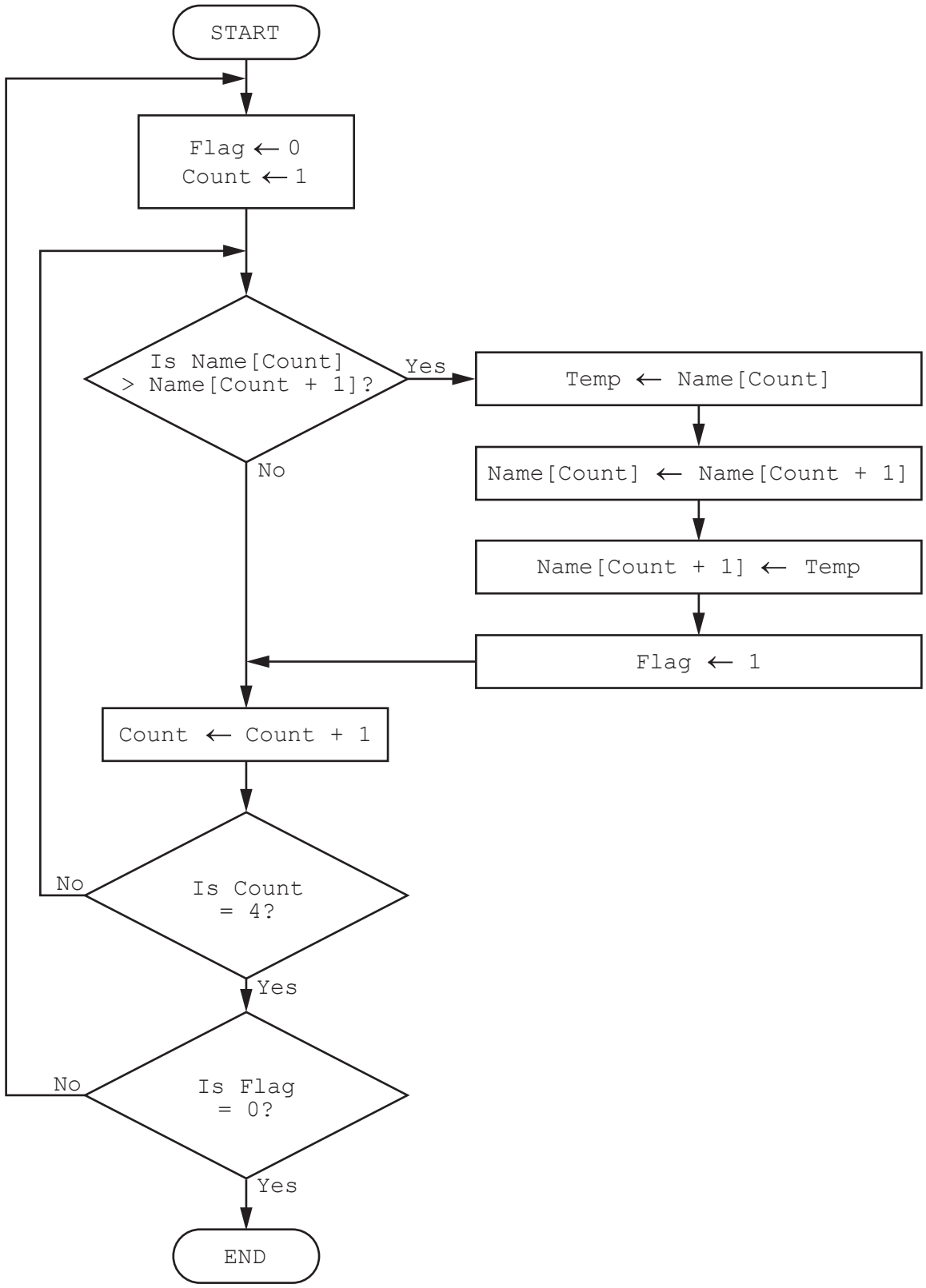
.....[3]

5 The flowchart below represents a program routine.



(a) The array used in the flowchart contains the following data:

Name[1]	Name[2]	Name[3]	Name[4]
Jamal	Amir	Eve	Tara

Complete the trace table using the data given in the array.

Flag	Count	Name[1]	Name[2]	Name[3]	Name[4]	Temp
		Jamal	Amir	Eve	Tara	

[5]

(b) Describe what the algorithm represented by the flowchart is doing.

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.....[2]

Question 6 begins on Page 12.

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6 A wildlife park has a database table, called LIVESTOCK, to classify and record its animal species. Part of the database table is shown.

Species	Classification	Diet	Legs
Giraffe	Mammal	Herbivore	4
Elephant	Mammal	Herbivore	4
Crocodile	Reptile	Carnivore	4
Ostrich	Bird	Omnivore	2
Gorilla	Mammal	Herbivore	2
Bear	Mammal	Omnivore	4
Rhinoceros	Mammal	Herbivore	4
Hippopotamus	Mammal	Herbivore	4
Flamingo	Bird	Omnivore	2
Lion	Mammal	Carnivore	4
Turtle	Reptile	Omnivore	4
Penguin	Bird	Carnivore	2

(a) Suggest another appropriate field that could be added to this database by stating its name and data type. State its purpose and give an example of the data it could contain.

Field name .....

Data Type .....

Purpose .....

.....

Example of data .....

[2]

(b) Use the query-by-example grid below to provide a list of all four legged mammals that are herbivores, sorted alphabetically by species, with only the species displayed.

Field:					
Table:					
Sort:					
Show:	☐	☐	☐	☐	☐
Criteria:					
or:					

[4]