The questions on this worksheet have been taken from the OCR GCSE Computing January 2011 Paper
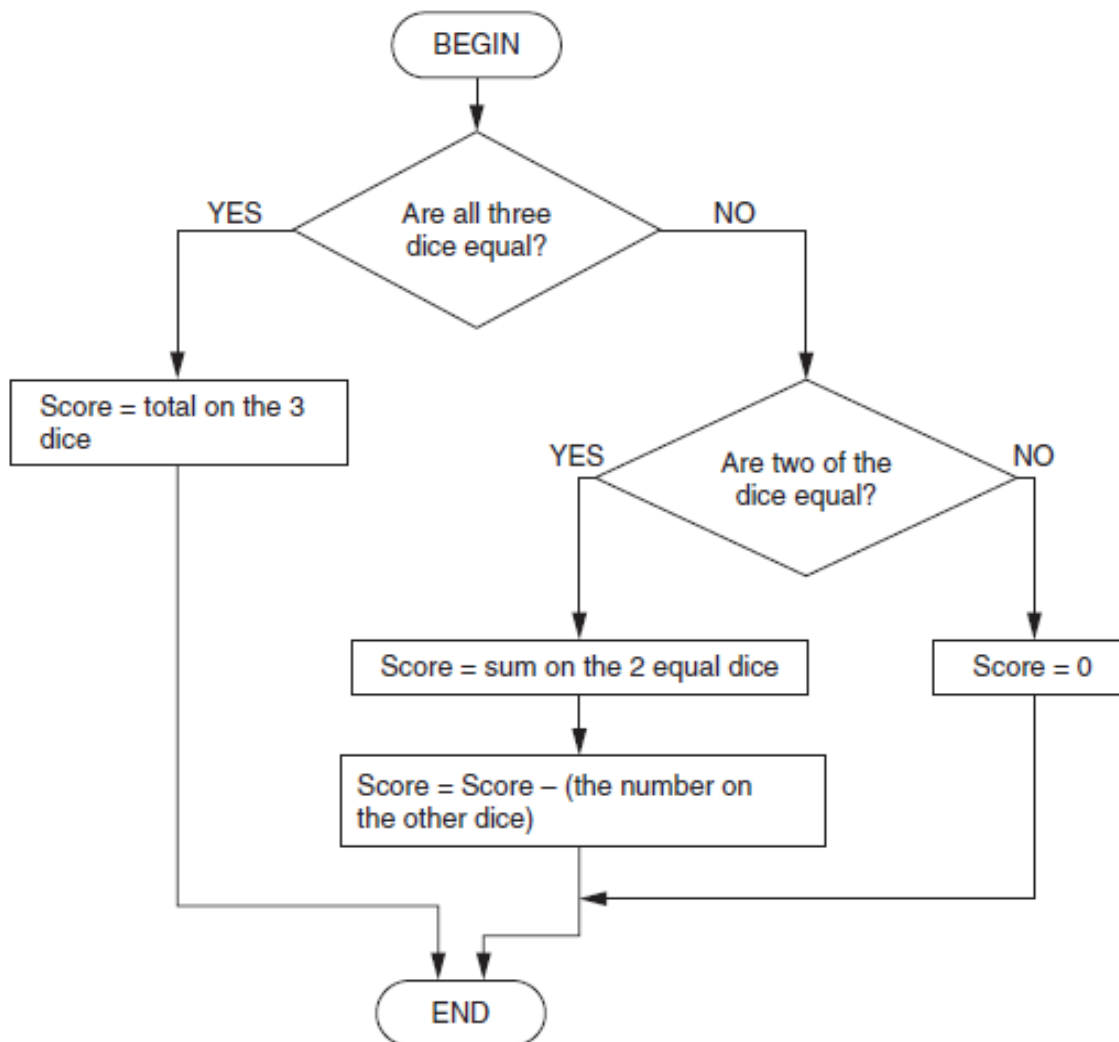
6-A-Day – Computer Science GCSE (11)

Q1

Frances is writing a program which simulates a dice game played with three ordinary 6-sided dice.

(a) When the player rolls the three dice, the player is given points according to the algorithm expressed in the flow diagram below.

State the value of the score if the dice rolled are

3 4 5   Score : ....

Q2

4 4 4   Score : ....

Q3

5 5 6   Score : ....

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Q4	Some rolls of the dice result in a negative score.
	State a set of three numbers which can be used to test whether the algorithm produces a negative score when it should, and state the expected output for your test data.
	Set of test data: ....
	Expected output: .... **[2]**

Q5	When the dice are rolled, the results are stored in an array called DiceResult.
	For example, if the first dice shows a 5 then the value of DiceResult(1) becomes 5.
	State the data type and size of the array DiceResult giving a reason for each.
	Data type of DiceResult: ....
	Reason: ....
	....
	Size of array DiceResult: ....
	Reason: ....
	.... **[4]**

Q6	Computer technology has changed the ways in which teenagers interact with each other. Explain how developments in software and hardware have enabled new methods of communication among teenagers.
	The quality of written communication will be assessed in your answer to this question.
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	.... **[6]**