

The answers on this worksheet have been taken from the OCR GCSE Computer Science Specimen Paper 2

## 6-A-Day – Computer Science GCSE (p2.5-2016)

<p>Q1</p>	<ul style="list-style-type: none"><li>• Appropriate declaration of a function that takes day number as parameter and returns day</li><li>• Use of selection (if/switch)</li><li>• Appropriate comparison</li><li>• Correct identification of each day</li><li>• Case default</li></ul> <p>e.g.</p> <pre>function returnDay(dayNo As String) As String   switch dayNo   case 0:     returnDay = "Monday"   case 1:     returnDay = "Tuesday"   case 2:     returnDay = "Wednesday"   case 3:     returnDay = "Thursday"   case 4:     returnDay = "Friday"   case default:     returnDay = "Invalid"   endswitch endfunction</pre>	<p>5 (AO3 2b)</p>	<p>1 mark per bullet to a maximum of 5.</p> <p>If used, a flowchart should represent the bulleted steps in the answer column.</p>
<p>Q2</p>	<ul style="list-style-type: none"><li>• Loop 0 to 29</li><li>• Loop 0 to 4</li><li>• Accessing hoursplayed[x,y]</li><li>• Addition of hoursplayed[x,y] to total</li><li>• Calculating average correctly outside of loops</li><li>• Outputting the results</li></ul> <p>e.g.</p> <pre>total = 0 for x = 0 to 29   for y = 0 to 4     Total = total + hoursPlayed[x,y]   next y next x average = total / (30*5) print (average)</pre>	<p>6 (AO3 2b)</p>	<p>Accept any type of average calculation (mean, median, mode).</p> <p>If used, a flowchart should represent the bulleted steps in the answer column.</p>