Copyright Disclaimer: All materials used in these free 6-a-day resources are taken from past OCR GCSE Computing Exams – The OCR exam board owns the copyright for these exam questions – questions have been used with their permission

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

<u>6-A-Day – Computer Science GCSE (p2.6-2016)</u>

Q1	crime bait fright victory nymph loose bait crime fright victory nymph loose	4 (AO2 1b)	swaps in one stage, whe	row $2 - 5$. Allow multiple re it is clear that a bubble sort
			has been applied.	
	bait crime fright nymph victory loose bait crime fright nymph loose victory			
	bait crime fright loose nymph victory			
	bait chine inght ioose inympin victory	·		
ຊ2	 Comparing zebra to orange Greater, so split and take right side Further comparison (1 or 2 depending on choices made) Correct identification of zebra using methodology above 	4 (AO2 1b)	1 mark per bullet (multiple w awarded for appropriate cor sub groups).	
	e.g.			
	compare zebra to orange			
	greater, split right			
	compare to wind			
	greater, split right			
	compare to zebra			
ର3	 Comments/annotation To explain the key functions/sections E.g. any relevant example, such as line 4 checks the input is uplid 	6 (AO2 1b)	programme.	of an example from the of how it aids maintainability.
	 the input is valid Indentation 		Maximum of 3 marks p	
	 To show where constructs/sections start and finish 			
	 E.g. indenting within IF statement 			
	Using constants			
	 so numbers can be updated easily E.g. π 			
a (···		1	
ର୍ 4	radiusarea		2 (AO1	1b)
<u>ог</u>				
15				
Q5	 3.142 2 1 		1 (AO2 1a)	Maximum of 1 mark
y,	 2 1 30 	0		
QU.	 2 1 30 The number does not need to be changed to b	ged while	the 1	Maximum of 1 mark Maximum of 1 mark
20	 2 1 30 The number does not need to be chang program is running 		the 1 (AO1 1a)	
20	 2 1 30 The number does not need to be changed to b		the 1 (AO1 1a)	
20	 2 1 30 The number does not need to be chang program is running 		the 1 (AO1 1a)	
~	 2 1 30 The number does not need to be change program is running The number can be updated once and 		the 1 (AO1 1a)	
26	 2 1 30 The number does not need to be change program is running The number can be updated once and throughout Error diagnostics (any example) Run-time environment Editor (any feature such as auto-correct, auto-indent) Translator 		the 1 (AO1 1a)	Maximum of 1 mark maximum of 2 marks. llet, e.g. auto-correct and auto
	 2 1 30 The number does not need to be change program is running The number can be updated once and throughout Error diagnostics (any example) Run-time environment Editor (any feature such as auto-correct, auto-indent) Translator Version control 	it updates	the 1 (AO1 1a)	Maximum of 1 mark maximum of 2 marks. llet, e.g. auto-correct and auto
	 2 1 30 The number does not need to be change program is running The number can be updated once and throughout Error diagnostics (any example) Run-time environment Editor (any feature such as auto-correct, auto-indent) Translator Version control Break point 	it updates	the 1 (AO1 1a)	Maximum of 1 mark maximum of 2 marks. llet, e.g. auto-correct and auto
	 2 1 30 The number does not need to be change program is running The number can be updated once and throughout Error diagnostics (any example) Run-time environment Editor (any feature such as auto-correct, auto-indent) Translator Version control 	it updates	the 1 (AO1 1a)	Maximum of 1 mark maximum of 2 marks. llet, e.g. auto-correct and auto
	 2 1 30 The number does not need to be change program is running The number can be updated once and throughout Error diagnostics (any example) Run-time environment Editor (any feature such as auto-correct, auto-indent) Translator Version control Break point 	it updates	the 1 (AO1 1a)	Maximum of 1 mark naximum of 2 marks. llet, e.g. auto-correct and auto