

6-A-Day – Computer Science GCSE (p2.11-2016)

<p>Q1</p>	<p>1 mark per bullet, max 3.</p> <ul style="list-style-type: none"> FOR loop used That outputs the counter variable loops 10 time 	<p>3</p>	<p>Example algorithm</p> <pre>for i = 1 to 10 print i next</pre> <p>Do not accept WHILE loop for first mark, although other marks can be accessed.</p> <p>No need for next</p> <p>If candidate manually increments counter within FOR loop, do not award bullet point 3.</p> <p>Accept pseudocode that suggests looping 10 times, even if this may not function correctly in a specific language.</p>
<p>Q2</p>	<p>1 mark per bullet, max 2.</p> <ul style="list-style-type: none"> else print ("unknown") 	<p>2</p>	<p>Accept logically correct equivalents for else (e.g. <code>elseif a!="LAN" and/or a !="WAN"</code>). Do not allow <code>elseif</code> on its own</p> <p>Accept other keywords for print (e.g. "output") as long as the intention is clear.</p> <p>Accept other messages as equivalent to "unknown" (e.g. "not known " / "error")</p> <p>Message to be printed must be in quotes.</p> <p>Allow <code>"else then"</code>.</p>
<p>Q3</p>	<p>1 mark per bullet, max 2.</p> <ul style="list-style-type: none"> aimed at humans//understandable by humans / programmers English like structure / syntax Must be translated/compiled/interpreted (before it can be run) Allows programmer to deal with the problem instead of considering the underlying hardware // an abstraction from the hardware // hardware independent // portable 	<p>2</p>	<p>Allow examples of keywords (eg IF / ELSE / WHILE) as 2nd bullet point.</p> <p>Do not award marks for naming languages such as Java , Python, etc.</p> <p>Do not award marks for stating what a high level language isn't (i.e. describing what low level code is).</p> <p>Do not allow "easy to use"</p> <p>Do not allow 'has to be converted' without into what i.e machine code etc.</p>
<p>Q4</p>	<p>1 mark per bullet, max 4.</p> <p>e.g.</p> <ul style="list-style-type: none"> Editor ...to enable program code to be entered/edited Error diagnostics / debugging ...to display information about errors (syntax / run-time) / location of errors ... suggest solutions Run-time environment ...to enable to the program to be run ... check for run time errors / test the program Translator / compiler / interpreter ...to convert the high level code into <u>machine code</u> / <u>low level code</u> / <u>binary</u> ...to enable to code to be executed / run 	<p>4</p>	<p>One mark for identifying, one mark for describing. Accept description of a tool without (or with incorrect) naming of the tool.</p> <p>Allow sensible descriptions which go across pairs or name other tools sensibly (e.g. editor / highlighting syntax)</p> <p>Allow any sensible tool that an IDE provides (e.g. auto documentation, help tools, pretty printing etc.)</p>

The answers on this worksheet have been taken from the 2018 OCR GCSE Computer Science Paper 2

	<ul style="list-style-type: none"> • Breakpoints • ...to stop/pause program execution at a specific point • Watch window • ...to check contents of variables • Stepping • ...to execute program line by line • Syntax completion... • ...suggests/corrects code • Keyword highlighting / colour coding keywords / pretty printing... • ...colours command words / variables 	
Q5	<p>1 mark per bullet, max 6.</p> <ul style="list-style-type: none"> • Initialisation of A, B and C as zero. • Allows input (of anything) from the user • Incrementing A, B and C depending on input • Repeats bullet points 2 and 3 • ...stopping only when "END" is entered • Prints out all 3 individual counts <u>and</u> prints calculated total count 	<p>6</p> <p>Example algorithm</p> <pre> account = 0 bcount= 0 ccount= 0 vote = "" while vote != "END" vote = input("enter A, B or C") if vote == "A" then account = account + 1 elseif vote == "B" then bcount = bcount + 1 elseif vote == "C" then ccount = ccount + 1 end if endwhile print account print bcount print ccount print account+bcount+ccount </pre> <p>Do not penalise for missing initialisation of variable used in the while loop or total (if used)</p> <p>Comparison with value inputted MUST be a string (e.g. <code>if vote == A</code>) is incorrect as A here is a variable, not a string.</p> <p>Answer can be any recognised algorithm – pseudocode, flowcharts, structured English, etc. Mark on whether the bullet points on the left hand side have been met. Does not have to match algorithm above.</p> <p>4th bullet point (repeat) can be given for any sensible attempt at iteration.</p> <p>Use professional judgement on where loops end (WHILE / END WHILE or indentation).</p>
Q6	<div style="text-align: center;"> <pre> 11110000 1111 0000 F 0 FO </pre> </div>	