

OXFORD CAMBRIDGE AND RSA EXAMINATIONS
AS LEVEL
H046/02
COMPUTER SCIENCE
Algorithms and problem solving
FRIDAY 8 JUNE 2018: Morning
TIME ALLOWED: 1 hour 15 minutes
plus your additional time allowance
MODIFIED ENLARGED 24pt

First name						Last name					
Centre number						Candidate number					

DO NOT USE:
a calculator

**NO CALCULATOR CAN BE USED FOR
THIS PAPER**

READ INSTRUCTIONS OVERLEAF



INSTRUCTIONS

Use black ink.

Complete the boxes on the front page with your name, centre number and candidate number.

Answer ALL the questions.

Write your answer to each question in the space provided.

Additional paper may be used if required but you must clearly show your candidate number, centre number and question number(s).

INFORMATION

The total mark for this paper is 70.

The marks for each question are shown in brackets [].

Quality of extended responses will be assessed in questions marked with an asterisk (*).

BLANK PAGE

BLANK PAGE

1 A user enters whole numbers into a computer program. Each number entered is placed onto a stack. The stack is created using an array with a maximum of 20 elements.

Part of the array, numStack, is shown when one number has been input.

top	1
-----	---

index	stackItem
9	
8	
7	
6	
5	
4	
3	
2	
1	
0	20

The pointer, top, points to the next free space in the stack.

(a) Complete the diagram below to show the state of numStack after the user inputs the following numbers in the order given: [2]

22 13 2 59 1000

top	
-----	--

index	stackItem
9	
8	
7	
6	
5	
4	
3	
2	
1	
0	20

(b) A function, addItem, takes a number as a parameter and adds the number to the stack. The function returns true if this was successful, and false if the stack is already full.

(i) Give ONE reason why a function is used instead of a procedure in this scenario.

[1]

(ii) The parameter can be passed by value or by reference.

Describe what is meant by passing a parameter by value and by reference.

By value _____

By reference _____

[4]

(iii) The function `addItem` is written but is incomplete.

Complete the function, `addItem`. [5]

```
function addItem (number)
    if top == ..... then
        return false
    else
        numStack[.....] = .....
        top = ..... + 1
        .....
    endif
endfunction
```

- (iv) The procedure, `calculate`, takes each item in turn from the stack. It alternately adds then subtracts the numbers until there are none left.

For example, if `numStack` contains:

2
6
5
12

It would perform $2 + 6 - 5 + 12$ and output 15.

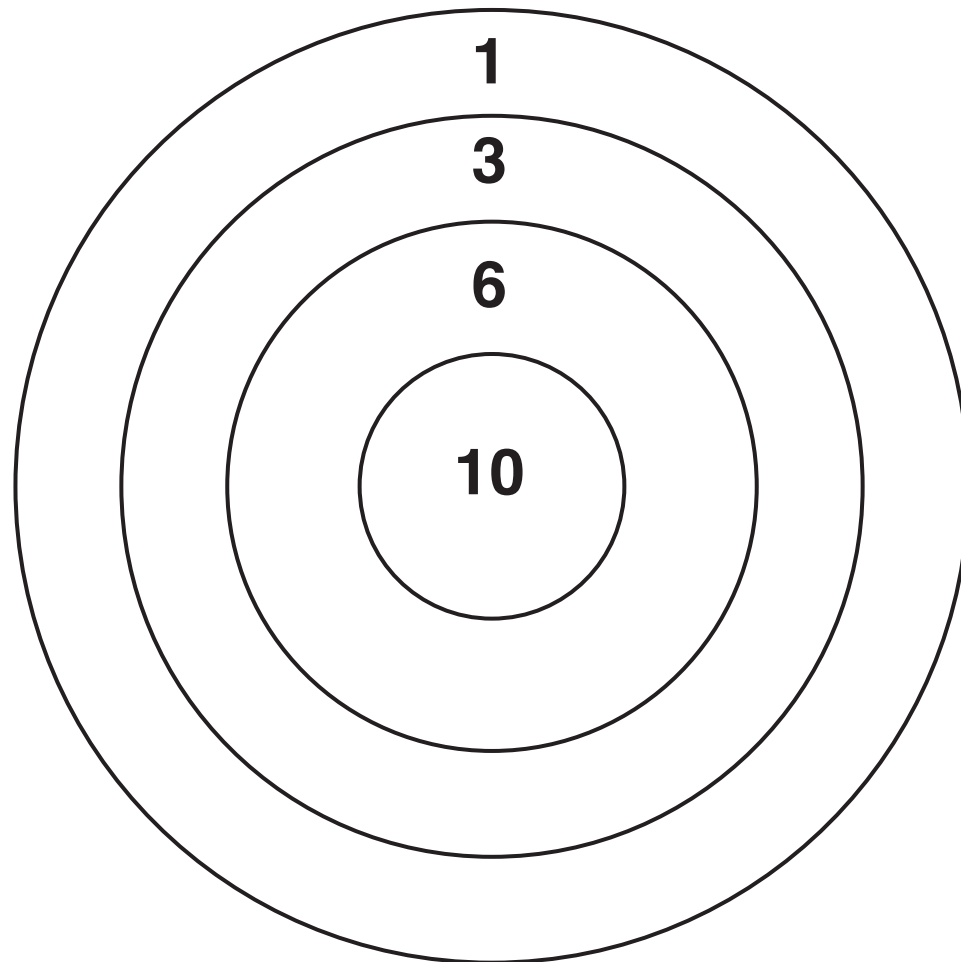
```
01 procedure calculate()
02     total = 0
03     add = true
04     if top == 0 then
05         print("Stack empty")
06     else
07         total = numStack[top - 1]
08         top = top - 1
09         while top != 0
10             if add == true then
11                 total = total + numStack[top - 1]
12                 add = false
13             else
14                 total = total - numStack[top - 1]
15                 add = true
16             endif
17             top = top - 1
18         endwhile
19         print(total)
20     endif
21 endprocedure
```


Complete the trace table for the procedure calculate. The current array and pointer values when the procedure is called are on the first line of the trace table. [6]

top	numStack						total	add	Output
	0	1	2	3	4	5			
5	20	2	6	12	8				

- 2 A games company has developed a game called Kidz Arrowz. The players throw an arrow at a target board and are awarded different points depending on which circle the arrow lands. Fig. 1 shows the board.**

FIG. 1



A computer program is required to keep track of the scores for each competition. The user will enter the number of players, and the name of each player, in that competition to a maximum of 10. The program will then ask for the score of each player in turn. Each competition has 8 rounds, with each player throwing one arrow each round. The program will then display the total score of each player.

(a) (i) The players are declared as a record structure:

```
record player(string playerName, integer  
totalScore)
```

Describe what is meant by a record structure.

[2]

(ii) The records for the players are stored in a 1D array.

State why a 1D array is a suitable data structure for the records.

[1]

(iii) Three data structures are arrays, records and stacks.

Identify ONE other data structure.

[1]

- (b) The program is decomposed into multiple sub-programs, that each perform a specific task.

The array, `scores`, is declared as a global array of type `record`:

```
global array scores[10] of player
```

Explain why the array `scores` has been declared as global instead of local.

[2]

(c) Player 1 is named Johnny. In the first round Johnny scores 3. Johnny can be added to the array using the code:

```
scores[0].playerName = "Johnny"  
scores[0].totalScore = 3
```

(i) Write an algorithm to:

allow the user to input and validate the number of players

allow the user to input the name of each player

output the round number at the start of a round

display the player number for the score that needs to be entered

allow the user to input the score for each player in that round and add it to their total. [7]

(ii) Write an algorithm to output:

**the total score of each player with their name e.g.
Johnny scored 38**

the average (mean) score of each player over the 8 rounds, with their name e.g. If Johnny's total score is 38, then Johnny's average is 4.75.

[illegible]

- (d) (i) The programmer has decided to use a bubble sort to sort the players' scores in descending order of score.**

Describe the disadvantages of using a bubble sort.

[2]

- (ii) Despite the disadvantages, the programmer has decided to use a bubble sort for the players' scores.**

Identify the characteristic of this problem that minimises the disadvantages of a bubble sort.

[1]

(iii) Write a procedure, `sortScores`, to perform a bubble sort on the global array `scores` to sort the players' scores into descending numeric order.

[illegible]

(iv) An alternative sorting method is the insertion sort.

A procedure, `insertionSort`, has been written to sort an array `numbers`. The procedure is incomplete.

Complete the procedure. [4]

```

procedure insertionSort()
  for count = 0 to numbers.length - 1
    position = .....
    while position > 0 and numbers[position] < numbers[position-1]
      temp = .....
      numbers[position-1] = .....
      numbers[position] = temp
      position = .....
    endwhile
  next count
endprocedure

```

(e) The programmer uses an Integrated Development Environment (IDE) to develop the program.

Describe how the IDE could be used to create the Kidz Arrowz program.

[3]

- 3 A country's national rail operator wants to represent their rail network on a computer system to keep track of the location of trains, and any problems on the network.**

After studying the rail network, the operator uses abstraction to create the virtual representation.

(a) (i) Define the term 'abstraction'.

_____ **[1]**

(ii) Identify TWO reasons why abstraction is needed in the rail network program.

1 _____

2 _____

_____ **[2]**

(iii) Describe ONE potential difference between the virtual and real rail network.

_____ **[2]**

- (b) The rail operator provides an app for customers to purchase tickets. An array is used to store the names of the stations on the network. Customers must enter a departure station into the app.**

The current contents of the array are shown:

Cavalry	Bridge	Walkway	Museum	Monument	Council House	Theatre	Cinema
---------	--------	---------	--------	----------	---------------	---------	--------

A linear search is used to check if the entered departure station exists in the array.

(i) Identify ONE precondition that is needed before a binary search could be used with the station array.

_____ **[1]**

(ii) A user enters the departure station “Bridge Heights”.

Explain how a linear search would check if the departure station exists in the array.

_____ **[4]**

4* A software company is developing a mobile phone application for a client which will allow customers to book cinema tickets, and is deciding between using the waterfall lifecycle or rapid application development.

Discuss the two software development methodologies the software company is considering and recommend which it should use. [9]

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

END OF QUESTION PAPER



Copyright Information

OCR is committed to seeking permission to reproduce all third-party content that it uses in its assessment materials. OCR has attempted to identify and contact all copyright holders whose work is used in this paper. To avoid the issue of disclosure of answer-related information to candidates, all copyright acknowledgements are reproduced in the OCR Copyright Acknowledgements Booklet. This is produced for each series of examinations and is freely available to download from our public website (www.ocr.org.uk) after the live examination series.

If OCR has unwittingly failed to correctly acknowledge or clear any third-party content in this assessment material, OCR will be happy to correct its mistake at the earliest possible opportunity.

For queries or further information please contact the Copyright Team, First Floor, 9 Hills Road, Cambridge CB2 1GE.

OCR is part of the Cambridge Assessment Group; Cambridge Assessment is the brand name of University of Cambridge Local Examinations Syndicate (UCLES), which is itself a department of the University of Cambridge.