

Cambridge International AS & A Level

COMPUTER SCIENCE

Paper 2 Problem Solving & Programming Skills MARK SCHEME Maximum Mark: 75 9618/22 May/June 2021

Published

This mark scheme is published as an aid to teachers and candidates, to indicate the requirements of the examination. It shows the basis on which Examiners were instructed to award marks. It does not indicate the details of the discussions that took place at an Examiners' meeting before marking began, which would have considered the acceptability of alternative answers.

Mark schemes should be read in conjunction with the question paper and the Principal Examiner Report for Teachers.

Cambridge International will not enter into discussions about these mark schemes.

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Generic Marking Principles

These general marking principles must be applied by all examiners when marking candidate answers. They should be applied alongside the specific content of the mark scheme or generic level descriptors for a question. Each question paper and mark scheme will also comply with these marking principles.

GENERIC MARKING PRINCIPLE 1:

Marks must be awarded in line with:

- the specific content of the mark scheme or the generic level descriptors for the question
- the specific skills defined in the mark scheme or in the generic level descriptors for the question
- the standard of response required by a candidate as exemplified by the standardisation scripts.

GENERIC MARKING PRINCIPLE 2:

Marks awarded are always whole marks (not half marks, or other fractions).

GENERIC MARKING PRINCIPLE 3:

Marks must be awarded **positively**:

- marks are awarded for correct/valid answers, as defined in the mark scheme. However, credit is given for valid answers which go beyond the scope of the syllabus and mark scheme, referring to your Team Leader as appropriate
- marks are awarded when candidates clearly demonstrate what they know and can do
- marks are not deducted for errors
- marks are not deducted for omissions
- answers should only be judged on the quality of spelling, punctuation and grammar when these features are specifically assessed by the question as indicated by the mark scheme. The meaning, however, should be unambiguous.

GENERIC MARKING PRINCIPLE 4:

Rules must be applied consistently, e.g. in situations where candidates have not followed instructions or in the application of generic level descriptors.

GENERIC MARKING PRINCIPLE 5:

Marks should be awarded using the full range of marks defined in the mark scheme for the question (however; the use of the full mark range may be limited according to the quality of the candidate responses seen).

GENERIC MARKING PRINCIPLE 6:

Marks awarded are based solely on the requirements as defined in the mark scheme. Marks should not be awarded with grade thresholds or grade descriptors in mind.

Question	Answer			Marks		
1(a)(i)	Variable	Example dat	a value	Data ty	ре	4
	Name	"Catherine"		STRIN	G	
	Index	100		INTEG	SR	
	Modified	FALSE		BOOLE	AN	
	Holiday	25/12/2020		DATE		
	One mark per da	ta type				
1(a)(ii)		Expression		Evaluat	es to	4
	Modified OR Index > 100		FALSE			
	LENGTH("Student: " & Name)		18			
	INT(Index +	INT(Index + 2.9)		102		
	MID(Name, 1, 3)		"Cat"			
	One mark per val Quotation marks	ue must be present fo	or final row a	nd must be capit	al C	
1(b)	State	ement	Selection	Assignment	Iteration	3
	Index \leftarrow Ind	ex + 1		~		
	IF Modified	= TRUE THEN	✓			
	ENDWHILE				~	
	One mark per rov	v				

Question	Answer		Marks
2(a)(i)	The number of transitions that result in a different state	3	4
	The number of transitions with associated outputs	2	
	The label that should replace 'X'	Start	
	The final or halting state	S3	
	One mark per row		

Question	Answer	Marks
2(a)(ii)	Number of outputs: 1	2
	Current state: S2	
2(b)(i)	Answers include:	2
	 User ID / Username Book ID 	
	 Date of loan / return date 	
	One mark for 1 correct Two marks for all 3 correct	
	Note: Max 2 marks	
2(b)(ii)	Many examples but must be data that is NOT required for a loan, but which COULD be required somewhere by the library system.	1
	Note: must be data relating to users, books or loans	
	Answers include:	
	 Users name / address / phone number / DOB Book title / author / publisher / library rack number / ISBN number / 	
	 price Date of loan / return date (if not already given in part (i)) 	
	The length of the loan (assumed to be the same for all books)	
2(b)(iii)	Many examples including:	2
	Create loan / borrow book	
	 Return book Send letter / email / contact a user ref an overdue book 	
	View the loan history for a given bookView the loan history for a given user	
	One mark for each	
	Note: Max 2 marks	

Question	Answer	Marks
3(a)	Linked list	1
3(b)	Start pointer	1
3(c)	One mark for each:	2
	Name: Null pointer	
	Meaning: There are no further nodes in the list	

Question	Answer	Marks
3(d)		2
	Dolphin Cat Fish 0 Elk	
	One mark for:	
	 Start Pointer pointing to 'Cat' node Remaining arrows: Cat → Dolphin → Elk → Fish 	

Question	Answer	Marks
4	Marks awarded for a description of each of the following steps of the algorithm:	6
	 Reference variables for Count of students and Total marks Loop through all students (Count) Input individual mark (in loop) Compare mark with threshold / boundary values to determine grade (in loop) Output the grade for a student (in loop) Maintain a Total (and Count if required) (in loop) Calculate average by dividing Total by Count and Output (after loop) Note: Max 6 marks 	

Question	Answer		Marks
5(a)(i)	DECLARE RNum : ARRAY[1:100] OF INTEGER DECLARE Index, Count : INTEGER		6
	Count ← 0 FOR Index ← 1 TO 100 RNum[Index] ← INT(RAND(200)) + 1 IF RNum[Index] >= 66 AND RNum[Index] <= Count ← Count + 1 ENDIF NEXT Index OUTPUT Count	173 THEN	
	Mark as follows: 1 Array declaration 2 Loop for 100 iterations 3 Array element index 'syntax' (left-hand side of ass	anment	
	 expression) in a loop Use of RAND () to generate value in range (and as element) in a loop Check if random number within range and if so, in 	ssign to array	
	 a loop 6 Output of count (following a reasonable attempt) after 		
5(a)(ii)	One mark per bullet / sub-bullet point		
	 Initialise the array to a rogue value (to indicate 'unassigned a conditional loop to: Add a conditional loop to: Generate and store a random number (in the correct of the correct of the stored number against values already in If the stored number is found then generate anothe Otherwise add it to the array (and exit loop) 	ect range) n the array	
	Note: Max 3 marks		
5(b)(i)		Answer	4
	Give a line number containing an example of an initialisation statement.	07	
	Give a line number containing the start of a repeating block of code.	09 / 10	
	Give a line number containing a logic statement.	12	
	Give the number of parameters of function $MID()$.	3	
	One mark for each row		
5(b)(ii)	IF (NextChar >= 'a') AND (NextChar <= 'z') '	THEN	2
	One mark for IF AND One mark for both conditions		

Question	Answer	Marks
G	PROCEDURE CountVowels(ThisString : STRING) DECLARE Index : INTEGER DECLARE ThisChar : CHAR FOR Index ← 1 to 6 CharCount[Index] ← 0 //initialise elements NEXT Index Index ← 1 Too Endex ← 1 to LENGTH(ThisString) ThisChar ← LCASE(MID(ThisString, Index, 1)) CASE OF ThisChar 'a' : CharCount[1] ← CharCount[1] + 1 'e' : CharCount[2] ← CharCount[2] + 1 'i' : CharCount[3] ← CharCount[4] + 1 'o' : CharCount[4] ← CharCount[4] + 1 'u' : CharCount[5] ← CharCount[6] + 1 ENDCASE NEXT Index FOR Index ← 1 to 6 OUTPUT CharCount[Index] //output results NEXT Index FOR Index ← 1 to 6 OUTPUT CharCount[Index] //output results NEXT Index ENDPROCEDURE 1 mark for each of the following: 1 Procedure heading (with parameter) and ending 2 Declare local variable for Index as loop counter but not CharCount array 3 Initialise elements of CharCount array to zero 4 Loop through all characters in ThisString 5 Use of MID() to extract single character 6 Test for each vowel and increment associated count <td>Marks 8</td>	Marks 8
	Note: Max 7 if CharCount not used to store count	

Question	Answer	Marks
7(a)	 Test string should contain: At least one leading space (before the first word) at least one trailing space (after the last word) at least one instance of multiple spaces between words At least one upper case character Mark as follows: One mark for one correct 	
	Two marks for three correct Three marks for all correct	
7(b)	 One mark for each: Dry run / produce a trace table / walk through the code Add output statements to allow the code to be tracked Insert a Breakpoint into the program // use single-stepping to execute instructions // monitor variables using a watch window Try different test values to see which ones fail 	2
	Note: Max 2 marks	

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Question	Answer	Marks
8(a)	FUNCTION IgnoreWord (ThisWord : STRING) RETURNS BOOLEAN	5
	DECLARE Found : BOOLEAN DECLARE Index : INTEGER	
	Found \leftarrow False Index \leftarrow 1 ThisWord \leftarrow TO_LOWER(ThisWord)	
	REPEAT IF TO_LOWER(IgnoreList[Index]) = ThisWord THEN Found ← TRUE ENDIF Index ← Index + 1 UNTIL Found = TRUE OR Index > 10	
	RETURN Found	
	ENDFUNCTION	
	1 mark for each of the following:	
	 Loop through array elements Convert both strings to same case Compare array element with parameter in a loop Set a flag (or similar) if match found (after reasonable attempt at MP3) in a loop Return TRUE or FALSE in all cases 	
	Note: Max 4 if function declaration incorrect	

Question	Answer	Marks
8(b)	Procedure GetInitials()	8
	DECLARE NewString, NextWord : STRING DECLARE ThisWordNum, Index : INTEGER	
	ThisWordNum \leftarrow 0 NewString \leftarrow ""	
	<pre>REPEAT ThisWordNum ← ThisWordNum + 1 Index ← GetStart(ThisWordNum) IF Index <> -1 THEN //if there is ThisWordNum NextWord ← GetWord(Index) IF IgnoreWord(NextWord) = FALSE THEN NewString ← NewString & UCASE(LEFT(NextWord, 1)) ENDIF ENDIF ENDIF</pre>	
	UNTIL Index = -1	
	OUTPUT NewString	
	ENDPROCEDURE	
	<pre>1 mark for each of the following: 1 Declare NewString and initialise to empty string 2 Conditional loop to pick out all words from FNString 3 Evaluate result of GetStart() in a loop 4 Test result <> -1 and if not: 5 Assign result of GetWord() to a variable in a loop 6 Test result of IgnoreWord() in a loop 7 If not ignored, add the next initial letter to NewString in a loop 8 Increment ThisWordNum (must have been initialised) in a loop 9 Output NewString (must be all upper case) outside loop</pre>	
	Note: Max 8 marks	