MARK SCHEME
Maximum Mark: 75

## 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) | Construct: Assignment <br> Pseudocode example: Answer $\leftarrow$ "YES" <br> Construct: Selection <br> Pseudocode example: IF X = 3 THEN OUTPUT "HELLO" <br> Construct: Repetition / Iteration <br> Pseudocode example: FOR $N \leftarrow 1$ to 100 <br> One mark for construct <br> One mark for pseudocode example <br> Maximum 4 marks |  |  | 4 |
| 1(a)(ii) | Pseudocode statement Input | Process | Output | 4 |
|  | $\begin{aligned} & \text { Temp } \leftarrow \text { SensorValue * } \\ & \text { Factor } \end{aligned}$ | $\checkmark$ |  |  |
|  | WRITEFILE "LogFile.txt", TextLine |  | $\checkmark$ |  |
|  | WRITEFILE "LogFile.txt", MyName \& MyIDNumber | $\checkmark$ | $\checkmark$ |  |
|  | READFILE <br> "AddressBook.txt", <br> NextLine | $(\checkmark)$ |  |  |
|  | One mark per correct row |  |  |  |
| 1(b)(i) | Expression | Evaluates to |  | 5 |
|  | MID (Title, 5, 3) \& RIGHT (Author, 3) |  | ipod" |  |
|  | INT (WeightEach * PackSize) |  | 24 |  |
|  | PackSize >= 4 AND WeightEach < 6.2 |  | ALSE |  |
|  | LEFT (Author, ASC (Version) - 65) |  | Er" |  |
|  | RIGHT (Title, (LEN(Author) - 6)) |  | etti" |  |
|  | Quotes must be present <br> Must be capital E in row 4 |  |  |  |


| Question |  | Answer | Marks |
| :---: | :---: | :---: | :---: |
| 1(b)(ii) | Variable | Data type | 5 |
|  | Tile | STRING |  |
|  | Version | CHAR |  |
|  | PackSize | INTEGER |  |
|  | WeightEach | REAL |  |
|  | Paperback | BOOLEAN |  |
|  | One mark per data type |  |  |
| 1(c) | Data is chosen: <br> - to test that the program does what it is supposed to do / to check that the results are as expected <br> - to use known valid, boundary and erroneous values |  | 2 |


| Question | Answer | Marks |
| :---: | :---: | :---: |
| 2(a) | Type: Conditional <br> Explanation: The number of iterations is not known / dependent on a condition | 2 |
| 2(b) | One mark per bullet point to max 3 <br> - Functions / Procedures / Modules / subtasks <br> - Parameters <br> - Variable / constant declaration / assignment / Data types <br> - Input / Output <br> - Arithmetic / logic operations <br> - Classes / Objects | 3 |
| 2(c) | One mark for: <br> - A CASE structure <br> Max 2 for remaining points: <br> - Selecting on / using variable X <br> - Calling ProcA if $X=15$ <br> - Assigning a value of 0 to $Y$ if $X=20$ and assign 99 to $Y$ if $X=25$ <br> - Calling ProcError if no match (previous conditions not satisfied) // Call ProcError if $x=$ NONE | 3 |


| Question | Answer | Marks |
| :---: | :---: | :---: |
| 3(a) | ```TotalValue \leftarrow 0 zeroCount }\leftarrow FOR Index }\leftarrow1\mathrm{ TO 100 TotalValue }\leftarrow\mathrm{ TotalValue + Result[Index] IF Result[Index] = 0.0 THEN ZeroCount }\leftarrow ZeroCount + 1 ENDIF ENDFOR OUTPUT "The average is ", (TotalValue / 100) OUTPUT "The number of elements with a zero value is ", ZeroCount \\ One mark for each of the following: \\ Both initialisations \\ Loop 100 times \\ Adding individual element to TotalValue in a loop \\ Check if element value is zero in a loop \\ If so increment ZeroCount in a loop \\ Average is calculated after the loop \\ Both OUTPUT statements, including message and variables``` | 7 |
| 3(b) | PROCEDURE ScanArray (BYREF AverageValue: REAL, BYREF ZeroCount: INTEGER, ArrayName : ARRAY) <br> One mark for each underlined part <br> Names unimportant but first two parameters must be BYREF | 4 |



| Question | Answer | Marks |
| :---: | :---: | :---: |
| 4(b) | DECLARE Code : ARRAY[1:500, 1:4] OF STRING <br> DECLARE RowIndex : INTEGER <br> DECLARE ColIndex : INTEGER <br> FOR RowIndex $\leftarrow 1$ TO 500 <br> FOR ColIndex $\leftarrow 1$ TO 4 <br> Code[RowIndex, ColIndex] $\leftarrow$ "Empty" <br> ENDFOR <br> EndFor <br> One mark for each of the following: <br> 1 Array declaration <br> 2 Additional local variable <br> 3 Nested loops <br> 4 Array element assignment within the inner loop <br> RowIndex and ColIndex can be interchangeable | 4 |
| 4(c) | Adaptive Maintenance | 1 |


| Question | Answer | Marks |
| :---: | :---: | :---: |
| 5(a) | - Saves development time / no need to write it / can't write it... <br> - Pre-compiled and tested / Increased reliability / reduces chance of error <br> - Is available to all programs | 3 |
| 5(b) | ```PROCEDURE TestRand() DECLARE MyArray : ARRAY [1:50] OF BOOLEAN DECLARE Attempts : INTEGER DECLARE NumFound : INTEGER DECLARE ThisRndNumber : INTEGER DECLARE Index : INTEGER FOR Index }\leftarrow1\mathrm{ TO 50 Myarray[Index] \leftarrow FALSE ENDFOR NumFound }\leftarrow Attempts }\leftarrow WHILE NumFound < 50 ThisRndNumber \leftarrow < + INT(RAND(50)) Attempts \leftarrow Attempts + 1 IF MyArray[ThisRndNumber] = FALSE THEN MyArray[ThisRndNumber] \leftarrow TRUE NumFound }\leftarrow NumFound + 1 ENDIF``` ENDWHILE OUTPUT "Number of calls to RAND() was ", Attempts ENDPROCEDURE <br> 1 mark for each of the following: <br> Declaration of array of 50 elements <br> Loop to initialise array <br> Conditional loop stopping when all numbers generated Generate a random integer in the range 1 to 50 in a loop Count each call to RND () in a loop check if the number has already been generated in a loop if true, record as generated in a loop <br> Output a message plus the Attempts outside a loop | 8 |


| Question | Answer | Marks |
| :---: | :---: | :---: |
| 6(a) | One mark for each of: <br> 1 To make a more manageable / understandable solution <br> 2 Subroutine may be (independently) tested and debugged <br> 3 Program is easier to maintain | 3 |
| 6(b) | 'Pseudocode' solution included here for development and clarification of mark scheme. <br> Programming language example solutions appear in the Appendix. ```FUNCTION FindCD(SearchCDArtist : STRING, SearchCDTitle : STRING) RETURNS STRING DECLARE CDTitle : STRING DECLARE CDArtist : STRING DECLARE CDLocation : STRING DECLARE Location : STRING Location \leftarrow "" OPENFILE "MyCDs.txt" FOR READ WHILE NOT EOF ("MyCDs.txt") AND Location = "" READFILE "MyCDs.txt", CDArtist READFILE "MyCDs.txt", CDTitle READFILE "MyCDs.txt", CDLocation IF SearchCDArtist = CDArtist AND SearchCDTitle = CDTitle``` THEN Location $\leftarrow$ CDLocation ENDIF ENDWHILE CLOSEFILE ("MyCDs.txt") RETURN Location ENDFUNCTION <br> One mark for each of the following: <br> Function header and close (where appropriate), including parameters Declaration of local STRING variables for CDArtist and CDTitle OPEN and CLOSE file for reading (Allow MyCDs or MyCDs.txt) (WHILE) loop checking for EOF read three lines from file in a loop compare search values with file values in a loop... ...If true, set Location and exit loop in a loop | 8 |

## Program Code Example Solutions

## Q6 (b) (i): Visual Basic

```
Function FindCD(SearchCDArtist As String, SearchCDTitle As String) As
String
Dim CDTitle As String
Dim CDArtist As String
Dim CDLocation As String
Dim Location As String
Location = ""
FileOpen(1,"MyCDs.txt", OpenMode.Input)
Do While Not EOF(1) And Location = ""
    CDArtist = LineInput(1)
    CDTitle = LineInput(1)
    CDLocation = LineInput(1)
    If SearchCDArtist = CDArtist And SearchCDTitle = CDTitle Then
            Location = CDLocation
    End If
    Loop
FileClose(1)
EndFunction
```


## Q6 (b) (i): Python

```
def FindCD(SearchCDArtist, SearchCDTitle):
    # CDTitle, CDArtist, CDLocation, Location : string
    Location = ""
    myFile = open("MyCDs.txt", 'r')
    while True: # or Location == "":
        CDArtist = myFile.readline()
            if CDArtist == "":
                break
            else:
                CDTitle = myFile.readline()
                CDLocation = myFile.readline()
                if SearchCDArtist == CDArtist.strip()and SearchCDTitle ==
                CDTitle.strip():
                Location = CDLocation
```

    myFile.close
    return (Location)
    
## Q6 (b) (i): Pascal

```
function FindCD(SearchCDArtist, SearchCDTitle:string): string;
    var
        CDTitle, CDArtist, CDLocation, Location : string;
        FileHandle : TextFile;
    begin
        Location := '';
        AssignFile(FileHandle,'MyCDs.txt');
        Reset (FileHandle);
        while not eof(FileHandle) and (Location = '') do
        begin
            readln(FileHandle, CDArtist);
            readln(FileHandle, CDTitle);
            readln(FileHandle, CDLocation);
            if (SearchCDArtist = CDArtist) and (SearchCDTitle = CDTitle)
then
                                Location := CDLocation;
    end;
        Close (FileHandle);
        FindCD := Location;
    end;
```

