

Past Papers May/June 2015 to 2018, Oct/Nov 2015 till 2017:
Topic 2.2.1 Pseudocodes & Programming

(2210/21/M/J/15)

Q1/ Read this section of program code that should input 10 positive numbers and then output the smallest number input.

- 1 Small = 0
- 2 Counter = 0
- 3 REPEAT
- 4 INPUT Num
- 5 IF Num < Small THEN Num = Small
- 6 Counter = Counter + 1
- 7 PRINT Small
- 8 UNTIL Counter < 10

There are four errors in this code. Locate these errors and suggest a corrected piece of code for each error.

- 1.....
.....
- 2.....
.....
- 3.....
.....
- 4.....
.....[4]

2. Explain the difference between a variable and a constant in a program.
.....
.....[2]

3. Identify three different loop structures that you can use when writing pseudocode.
- 1.....
 - 2.....
 - 3..... [3]



4/- Five data types and five data samples are shown below.
Draw a line to link each data type to the correct data sample.

Data type	Data sample
Integer	'a'
Real	2
Char	2.0
String	True
Boolean	"Twelve"

[4]

(2210/21/M/J/15)

5/- Read this section of program code that should input 30 positive numbers and then output the largest number input.

```

1   Large = 9999
2   Counter = 0
3   WHILE Counter > 30
4   DO
5   INPUT Num
6   IF Num < Large THEN Large = Num
7   Counter = Counter - 1
8   ENDWHILE
9   PRINT Large
    
```

There are four errors in this code.

Locate these errors and suggest a corrected piece of code for each error.

- 1.....
- 2.....
- 3.....
- 4.....[4]

6/- Four programming concepts and four examples of programming code are shown below.
Draw a line to link each programming concept to the correct example of programming code.

Programming concept	Example of programming code
Counting	Sum = Sum + Value[n]
Repetition	IF Value = 10 THEN PRINT 'X'
Selection	FOR Counter = 1 TO 10
Totalling	Amount = Amount + 1
	Sum = Num1 + Num2

[4]

8/- A program will be written to store information about members of a swimming club. The following membership details will be recorded:

- ☛ Name
- ☛ Gender
- ☛ Status:
 - Senior
 - Junior
- ☛ Fee
- ☛ Team member (Yes or No)

(i) Choose a suitable data type for each of the membership details to be recorded.

Membership details	Data type
Name	
Gender	
Status	
Fee	
Team member	

[5]

(ii) The swimming club has 50 members.

State the data structure that would be most suitable to use and give a reason for your choice.

Data structure

Reason

.....[2]

Answers

1/- mark for each error identified + suggested correction

- ☛ **Line 1** or Small = 0: this should read **Small = 999**
- ☛ **line 5** or IF...: this should read **IF Num < Small THEN Small = Num**
- ☛ **line 8** or UNTIL: this should read **UNTIL Counter = 10** or **UNTIL Counter >= 10** or **UNTIL Counter > 9**
- ☛ **line 7** or PRINT...: **PRINT** Small should come after the end of the repeat loop or line 8 or UNTIL: this should come before line 7 [4]

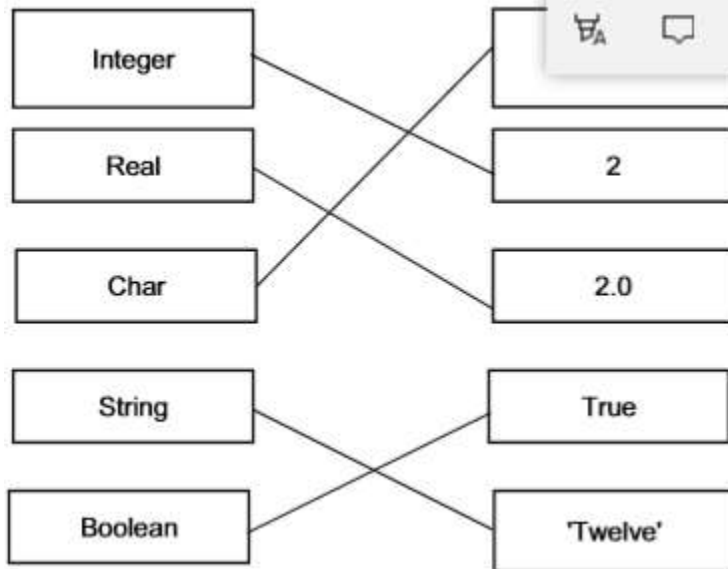
2/- Any two points from – a variable is used to store data that can change during the running of a program – a constant is used to store data that will not be changed during the running of a program [2] 3/-

- ☛ FOR (... TO ... NEXT)
- ☛ REPEAT (... UNTIL)
- ☛ WHILE (... DO ... ENDWHILE)

[3]



4/- 1 mark for each correct link, up to maximum of 4 marks



[4]

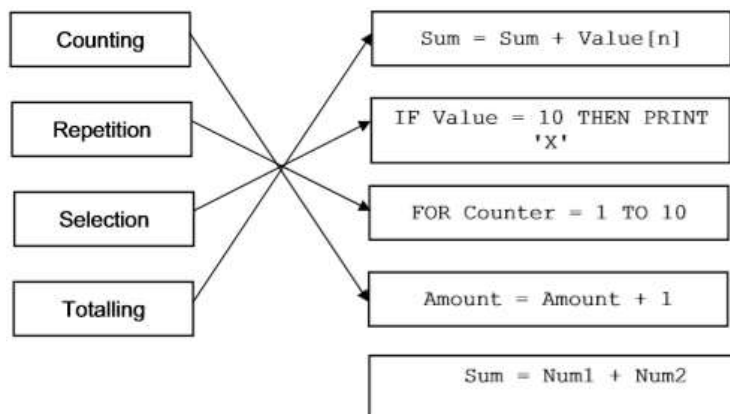
(2210/21/M/J/15)

5/- mark for each error identified + suggested correction.

- 🐞 Line 1 or Large =9999: this should read Large = 0
- 🐞 Line 3 or WHILE: this should read WHILE Counter < 30
- 🐞 Line 6 or IF: this should read IF Num > Large THEN Large = Num
- 🐞 Line 7 or Counter =...: this should read Counter = Counter + 1

[4]

6/- 1 mark for each correct line, two lines from one box not allowed



[4]

(2210/MJ/21/16)

7. (i) 1 mark for each change

- 🐞 Change variable name in every instance as needs to be meaningful e.g. Large.
- 🐞 Set this variable to a low value
- 🐞 line 5: change comparison from < to >

[3]

(ii) 3 marks maximum, 1 mark for each change correctly included.

```
1   Large = 0
2   Counter = 0
3   REPEAT
4   INPUT Num
5   IF Num > Large THEN Large = Num
6   Counter = Counter + 1
7   UNTIL Counter = 10
8   PRINT Large
```

[3]