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**COMPUTER SCIENCE**

**9608/41**

Paper 4 Written Paper

**May/June 2018**

MARK SCHEME

Maximum Mark: 75

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**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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This document consists of **19** printed pages.

**PUBLISHED****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.

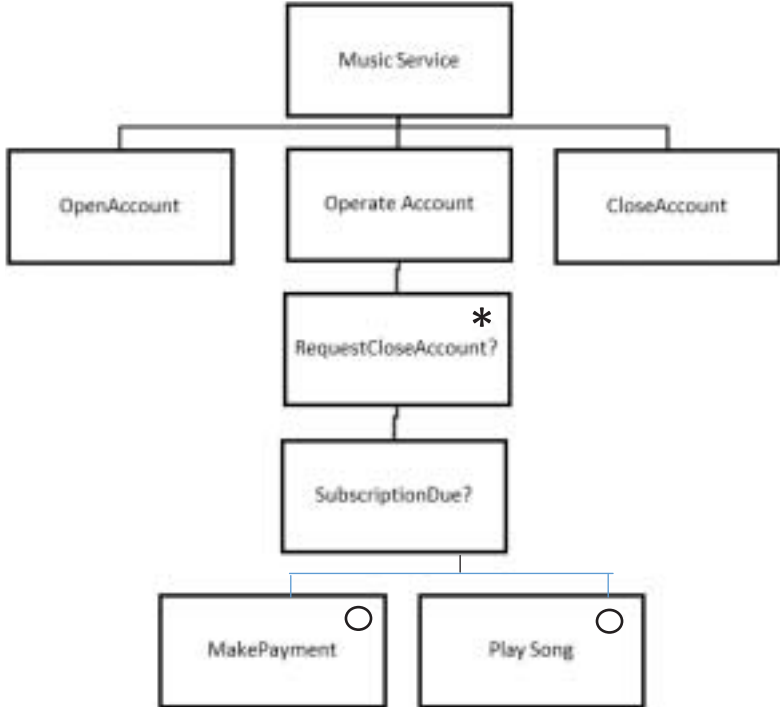
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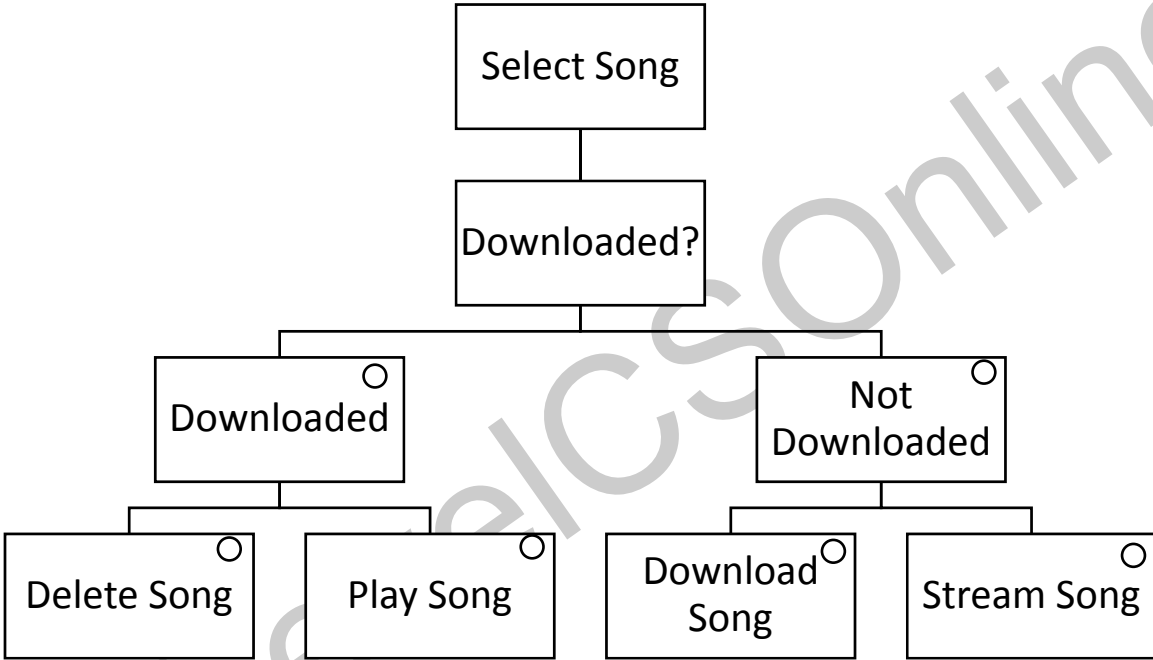
Question	Answer	Marks
1(a)	1 mark per fact  14 direct(london, rome). 15 flies(rome, british_air).	2
1(b)	1 mark per bullet: <ul style="list-style-type: none"> <li>• palma</li> <li>• salzburg</li> </ul> K = palma, salzburg	2
1(c)	1 mark per bullet: <ul style="list-style-type: none"> <li>• direct</li> <li>• glasgow, M</li> </ul> direct(glasgow, M).	2
1(d)	1 mark per bullet: <ul style="list-style-type: none"> <li>• flies(Z, X)</li> <li>• AND</li> <li>• direct(Z, Y)</li> </ul> flies(Z, X) AND direct(Z, Y)	3
1(e)	YES	1

Question	Answer	Marks
2(a)	<p>1 mark for each completed statement</p> <pre> 01  MaxIndex ← 20 02  NumberItems ← <b>MaxIndex - 1 // 19</b> 03  FOR Outer ← 1 TO <b>MaxIndex - 1 // 19</b> 04      FOR Inner ← 1 to NumberItems 05          IF ItemList[Inner] &gt; <b>ItemList[Inner + 1]</b> 06              THEN 07                  Temp ← ItemList[<b>Inner</b>] 08                  ItemList[Inner] ← ItemList[<b>Inner + 1</b>] 09                  ItemList[Inner + 1] ← <b>Temp</b> 10              ENDIF 11          ENDFOR 12      NumberItems ← <b>NumberItems - 1</b> 13  ENDFOR </pre>	7
2(b)(i)	<p>1 mark per bullet</p> <ul style="list-style-type: none"> <li>• Iterations continue // it continues doing comparisons</li> <li>• ...after the array is sorted</li> </ul>	2
2(b)(ii)	<p>1 mark per bullet to max 3</p> <ul style="list-style-type: none"> <li>• Use of a flag to indicate if any swaps have taken place</li> <li>• If the inner loop has made all comparisons with no changes</li> <li>• ...flag/value set accordingly</li> <li>• A comparison checks the flag/value at the end of each inner loop</li> <li>• ...if it is sorted it breaks out/stops</li> </ul>	3

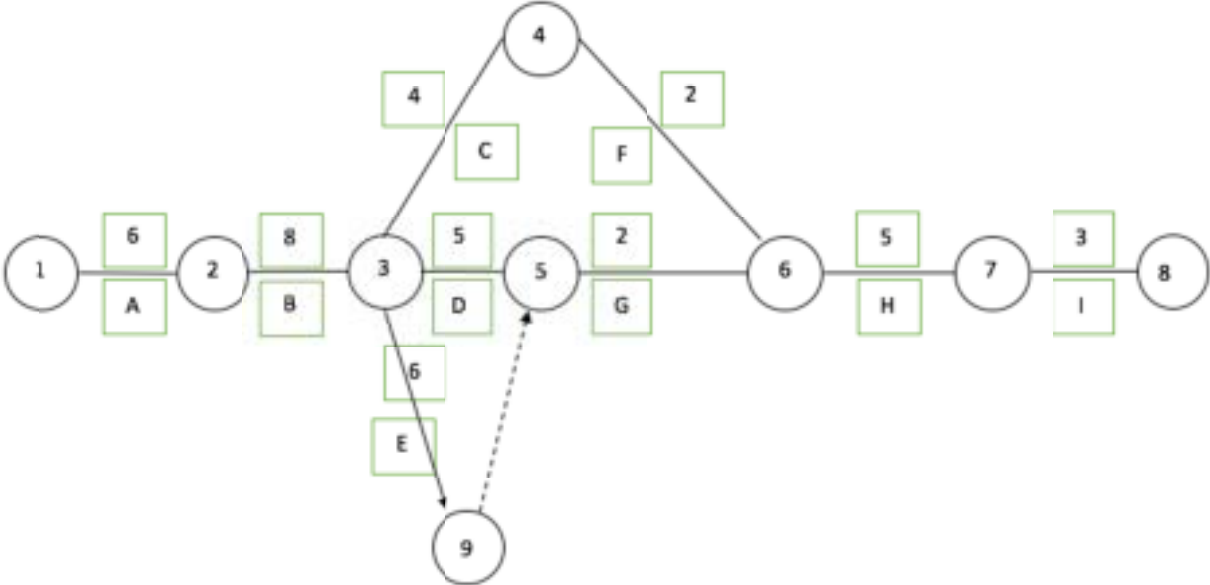
Question	Answer	Marks
2(c)	1 mark per bullet to max 4  e.g. <ul style="list-style-type: none"><li>• When the list is <b>almost</b> sorted ...</li><li>• ...because it will stop as soon as it is sorted</li> <li>• When there are a large number of data items ...</li><li>• ...because it will perform fewer comparisons/loops</li></ul>	<b>4</b>

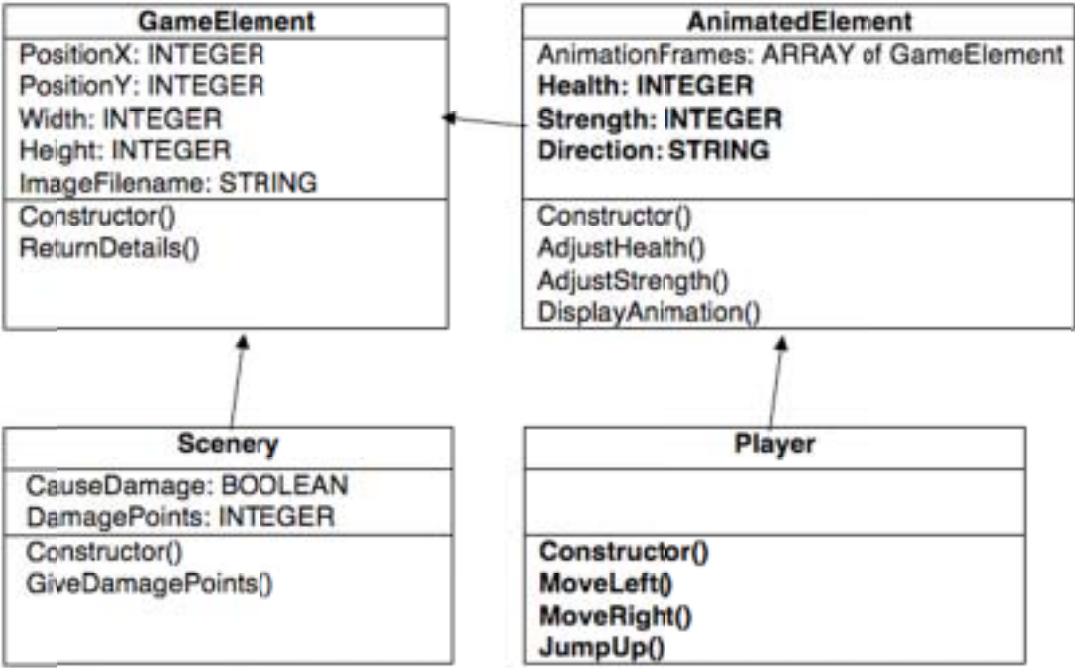
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Question	Answer	Marks
<p>3(a)</p>	<p>1 mark per bullet</p> <ul style="list-style-type: none"> <li>• OpenAccount, OperateAccount and Close Account on same level</li> <li>• RequestCloseAccount under OperateAccount</li> <li>• ...SubscriptionDue under RequestCloseAccount</li> <li>• ...Make Payment and PlaySong under SubscriptionDue</li> <li>• Correct selection and iteration throughout</li> </ul>  <pre> classDiagram     class MusicService     class OpenAccount     class OperateAccount     class CloseAccount     class RequestCloseAccount     class SubscriptionDue     class MakePayment     class PlaySong      MusicService &lt; -- OpenAccount     MusicService &lt; -- OperateAccount     MusicService &lt; -- CloseAccount     OperateAccount &lt; -- RequestCloseAccount     RequestCloseAccount &lt; -- SubscriptionDue     SubscriptionDue &lt; -- MakePayment     SubscriptionDue &lt; -- PlaySong     </pre>	<p><b>5</b></p>

Question	Answer	Marks
3(b)	<p>1 mark per bullet</p> <ul style="list-style-type: none"> <li>Downloaded?</li> <li>Download and Not downloaded beneath downloaded</li> <li>Delete song and play song beneath Downloaded (2) <b>and</b> Download song and stream song beneath not downloaded</li> <li>All selections correct</li> </ul>  <pre> graph TD     A[Select Song] --&gt; B[Downloaded?]     B --&gt; C[Downloaded]     B --&gt; D[Not Downloaded]     C --&gt; E[Delete Song]     C --&gt; F[Play Song]     D --&gt; G[Download Song]     D --&gt; H[Stream Song]             </pre> <p>The flowchart starts with a box labeled 'Select Song'. A vertical line connects it to a box labeled 'Downloaded?'. From 'Downloaded?', two lines branch out to 'Downloaded' (left) and 'Not Downloaded' (right). From 'Downloaded', two lines branch out to 'Delete Song' and 'Play Song'. From 'Not Downloaded', two lines branch out to 'Download Song' and 'Stream Song'. Each of the four bottom-level boxes has a small circle in its top right corner, indicating a selection point.</p>	4



Question	Answer	Marks
<p>4(a)</p>	<p>1 mark per bullet</p> <ul style="list-style-type: none"> <li>• C, D and E all coming from 3</li> <li>• G following D and E</li> <li>• F following C</li> <li>• H from 6 to 7</li> <li>• I from 7 to 8</li> </ul> 	<p><b>5</b></p>
<p>4(b)</p>	<p>1 mark per bullet</p> <ul style="list-style-type: none"> <li>• A→B→E→G→H→I</li> <li>• 30 days</li> </ul>	<p><b>2</b></p>
<p>4(c)</p>	<p>1 mark per bullet</p> <ul style="list-style-type: none"> <li>• Earliest start time: 19 days</li> <li>• Latest finish time: 22 days</li> </ul>	<p><b>2</b></p>

Question	Answer	Marks
<p>5(a)</p>	<p>1 mark for each bullet:</p> <ul style="list-style-type: none"> <li>• AnimatedElement attributes</li> <li>• Player methods</li> <li>• Inheritance arrows</li> </ul>  <pre> classDiagram     class GameElement {         PositionX: INTEGER         PositionY: INTEGER         Width: INTEGER         Height: INTEGER         ImageFilename: STRING         Constructor()         ReturnDetails()     }     class AnimatedElement {         AnimationFrames: ARRAY of GameElement         Health: INTEGER         Strength: INTEGER         Direction: STRING         Constructor()         AdjustHealth()         AdjustStrength()         DisplayAnimation()     }     class Scenery {         CauseDamage: BOOLEAN         DamagePoints: INTEGER         Constructor()         GiveDamagePoints()     }     class Player {         Constructor()         MoveLeft()         MoveRight()         JumpUp()     }     GameElement &lt; -- Scenery     GameElement &lt; -- AnimatedElement     Player &lt; -- AnimatedElement     </pre>	<p><b>3</b></p>

Question	Answer	Marks
5(b)	<p>1 mark per bullet to max 6</p> <ul style="list-style-type: none"> <li>• class declaration</li> <li>• private declaration of five attributes</li> <li>• constructor declaration</li> <li>• ...initialisation of attributes to the parameter values</li> <li>• declaration of <code>GetDetails</code> function</li> <li>• appropriate concatenation of string using attributes</li> <li>• return of all 5 values in one string</li> </ul> <p>Python example code:</p> <pre>class GameElement:     def __init__(self, PositionX, PositionY, Width, Height,                  ImageFilename):         self.__PositionX = PositionX         self.__PositionY = PositionY         self.__Width = Width         self.__Height = Height         self.__ImageFilename = String      def GetDetails(self):         Message = "Position_x:", self.__PositionX, "Position_y:", self.__PositionY,         "width:", self.__Width, "height:", self.__Height, "ImageFilename", self.         __ImageFilename)         return Message</pre>	6

Question	Answer	Marks
5(b)	<p>Visual Basic example code:</p> <pre> Class GameElement   Private PositionX As Integer   Private PositionY As Integer   Private Width As Integer   Private Height As Integer   Private ImageFilename As String    Public Sub New(ByVal X As Integer, ByVal Y As Integer,     ByVal W As Integer, ByVal H As Integer, Filename As String )     PositionX = X     PositionY = Y     Width = W     Height = H     ImageFilename = Filename   End Sub    Public Function GetDetails()     Dim Message As String      Message = "PositionX: " + PositionX + "PositionY: " +       PositionY + ", width: " + Width + ", height: " +       Height + ", ImageFilename:" + ImageFilename      Return Message   End Function  End Class </pre>	

Question	Answer	Marks
5(b)	<p>Pascal example code:</p> <pre> type GameElement = class    private     PositionX : Integer;     PositionY : Integer;     Width : Integer;     Height : Integer;     ImageFilename : String;   public     Constructor init(X, Y, W, H:Integer; Filename: String);     Function GetDetails() : String; end;  Constructor GameElement.init(X, Y, W, H:Integer; Filename: String); begin   PositionX := X;   PositionY := Y;   Width := W;   Height := H;   ImageFilename := Filename; end;  Function GameElement.GetDetails() : String;   var Message:String; begin   Message = "PositionX: " + PositionX + "PositionY: " + PositionY     + ", width: " + Width + ", height: " + Height + ",     ImageFilename:" + ImageFilename;   Result = Message end; </pre>	

Question	Answer	Marks
5(c)	<p>Max 4 from each section to max 6 overall</p> <p>1 mark per bullet to max 4</p> <ul style="list-style-type: none"> <li>• class declaration with inheritance</li> <li>• constructor declaration</li> <li>• ...taking all 5 parameters and CauseDamage, DamagePoints parameters</li> <li>• ...with inheritance constructor call</li> <li>• Declaring CauseDamage, DamagePoints private and assigning parameters</li> </ul> <p>1 mark per bullet to max 4</p> <ul style="list-style-type: none"> <li>• Function declaration for GiveDamagePoints ...</li> <li>• ...checking if CauseDamage = True</li> <li>• ...returning DamagePoints if true</li> <li>• ...else returning appropriate value e.g. -1/null/blank</li> </ul> <p>Python example code:</p> <pre>class Scenery(GameElement):     def __init__(self, PositionX, PositionY, Width, Height,                 ImageFilename, CauseDamage, DamagePoints):         Object.__init__(self, PositionX, PositionY, Width, Height,                         ImageFilename)         self.__CauseDamage = CauseDamage         self.__DamagePoints = DamagePoints      def GiveDamagePoints(self):         if(self.__CauseDamage):             return self.__DamagePoints         else:             return 0</pre>	6

Question	Answer	Marks
5(c)	<p>Visual Basic example code:</p> <pre>Class Scenery   Inherits GameElement   Private CauseDamage As Boolean   Private DamagePoints As Integer    Public Sub New(ByVal X As Integer, ByVal Y As Integer, ByVal W As Integer,     ByVal H As Integer, Filename As String,     ByVal CD As Boolean, ByVal DP As Integer)     MyBase.New(X, Y, W, H, Filename)     CauseDamage = CD     DamagePoints = DP   End Sub    Public Function GiveDamagePoints() As Integer     If (CauseDamage) Then       Return DamagePoints     Else       Return 0     End if   End Function End Class</pre>	

Question	Answer	Marks
5(c)	<p>Pascal example code:</p> <pre> Scenery = class(GameElement)   private     CauseDamage : Boolean;     DamagePoints: Integer;   public     Constructor init(X, Y, W, H: Integer; Filename: String;                     CD:Boolean; DP: Integer); override;     Function GiveDamagePoints() : Integer;   end; constructor Scenery.init(X, Y, W, H: Integer; Filename: String; CD:                         Boolean; DP: Integer); begin   inherited init(X, Y, W, H, Filename);   CauseDamage := CD;   DamagePoints := DP; end; Function Scenery.GiveDamagePoints() : Integer; begin   if (CauseDamage):     Result := DamagePoints   else:     Result := 0; end; </pre>	



Question	Answer	Marks
5(d)(i)	<p>1 mark per bullet</p> <ul style="list-style-type: none"><li>• Variable <code>GiftBox</code> assigned value</li><li>• Call <code>Scenery</code></li><li>• With all 7 parameters assigned correctly</li></ul> <p>Python example code:</p> <pre>GiftBox = Scenery(150, 150, 50, 75, "box.png", True, 50)</pre> <p>Visual Basic example code:</p> <pre>GiftBox = Scenery(150, 150, 50, 75, "box.png", True, 50)</pre> <p>Pascal example code:</p> <pre>GiftBox := Scenery(150, 150, 50, 75, "box.png", True, 50)</pre>	3

Question	Answer	Marks
5(d)(ii)	<p>1 mark per bullet</p> <ul style="list-style-type: none"> <li>• Function declaration with no parameters</li> <li>• Use inherited <code>GetDetails</code> method to get string</li> <li>• Return all values</li> </ul> <pre>def GetScenery(self):     Message = Object.GetDetails(self)     Message = Message + " Causes Damage:", self.CauseDamage, "Damage         Points:", self.DamagePoints     return Message</pre> <p><b>Visual Basic example code:</b></p> <pre>Public Function GetScenery() As String     Dim Message As String     Message = MyBase.GetDetails()     Message = Message + "CauseDamage: " + CauseDamage + "         DamagePoints: " + DamagePoints     Return Message End Function</pre> <p><b>Pascal example code:</b></p> <pre>Function Secenery.GetScenery(): String     Var Message : String     Begin         Message := GetDetails();         Message := Message + "CauseDamage: " + CauseDamage + "             DamagePoints: " + DamagePoints;         Result:=Message;     End;</pre>	<b>3</b>

Question	Answer	Marks
6(a)(i)	<p>1 mark per bullet:</p> <ul style="list-style-type: none"> <li>• TYPE ListNode <b>declaration and</b> ENDTYPE</li> <li>• DECLARE Player : String</li> <li>• DECLARE Pointer : INTEGER</li> </ul> <pre>TYPE ListNode   DECLARE Player : STRING   DECLARE Pointer : INTEGER ENDTYPE</pre>	<b>3</b>
6(a)(ii)	<p>1 mark per bullet:</p> <ul style="list-style-type: none"> <li>• DECLARE Scorers : ARRAY[0:9]</li> <li>• OF ListNode</li> </ul> <pre>DECLARE Scorers : ARRAY[0:9] OF ListNode</pre>	<b>2</b>
6(b)	<p>1 mark for each completed statement</p> <pre>FUNCTION SearchList(Find, Position) RETURNS INTEGER   IF Scorer[Position].Player = <b>Find</b>     THEN       RETURN <b>Position</b>     ELSE       IF Scorer[Position].Player &lt;&gt; -1         THEN           Position ← SearchList(Find, <b>Scorer[Position].Pointer</b>)           RETURN <b>Position</b>         ELSE           RETURN <b>99</b>         ENDIF       ENDIF     ENDPROCEDURE</pre>	<b>5</b>