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**COMPUTER SCIENCE**

9608/23

Paper 2 Written Paper

**May/June 2019**

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 **13** printed pages.

**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:**

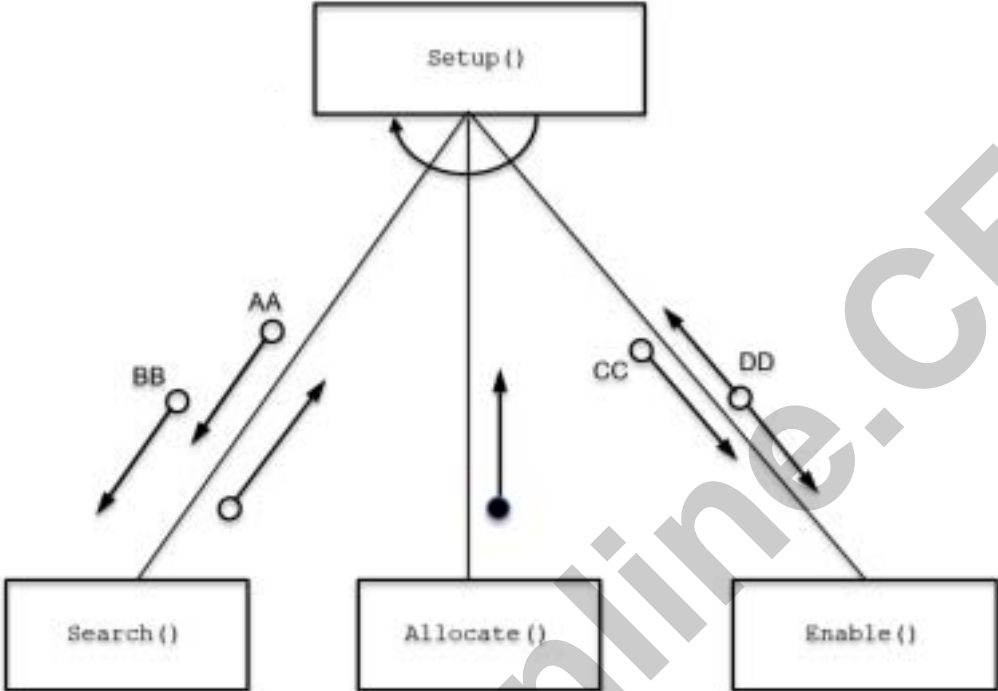
Marks awarded are based solely on the requirements as defined in the mark scheme. Marks should not be awarded with grade thresholds or grade descriptors in mind.

Question	Answer	Marks
1(a)	<pre> graph TD     Start([START]) --&gt; Init[ThisChar ← Message[1] ThisRun ← 1 LongRun ← 1]     Init --&gt; Index2[Index ← 2]     Index2 --&gt; Loop1{Is Index &lt; 1017?}     Loop1 -- YES --&gt; IndexInc[Index ← Index + 1]     IndexInc --&gt; Loop1     Loop1 -- NO --&gt; Loop2{Is Message[Index] = ThisChar?}     Loop2 -- YES --&gt; ThisRunInc[ThisRun ← ThisRun + 1]     Loop2 -- NO --&gt; ThisCharUpdate[ThisChar ← Message[Index]]     ThisCharUpdate --&gt; Loop3{Is ThisRun &gt; LongRun?}     Loop3 -- YES --&gt; LongRunUpdate[LongRun ← ThisRun]     Loop3 -- NO --&gt; ThisRunInc2[ThisRun ← ThisRun + 1]     ThisRunInc --&gt; Loop2     ThisRunInc2 --&gt; Loop2     LongRunUpdate --&gt; Loop2     ThisRunInc2 --&gt; Loop2     Loop2 --&gt; Output[/Output "The longest run was LongRun"/]     Output --&gt; End([END])     </pre> <p>Mark as follows:</p> <ul style="list-style-type: none"> <li>• One mark per area outlined, in correct place</li> <li>• Decision must be diamond symbol and have two outputs with at least one label (YES / NO)</li> </ul>	6

Question	Answer		Marks
1(b)(i)	<b>Expression</b>	<b>Evaluates to</b>	<b>5</b>
	STRING_TO_NUM(MID(ProductID, 3, 2)) + 4	<b>31.0 / 31</b>	
	INT(MeltingPoint / 2)	<b>90</b>	
	Soluble AND Attempt > 3	<b>FALSE</b>	
	LENGTH(ProductID & NUM_TO_STRING(MeltingPoint))	<b>11</b>	
	RIGHT(ProductName, 4) & MID(ProductName, 5, 4)	<b>"postroom"</b>	
Quotes for row 5 only			
1(b)(ii)	<b>Variable</b>	<b>Data type</b>	<b>5</b>
	MeltingPoint	REAL	
	Soluble	BOOLEAN	
	Attempt	INTEGER	
	Version	CHAR	
	ProductID	STRING	
One mark per data type			

Question	Answer	Marks
2(a)	One mark for each point: <ul style="list-style-type: none"> <li>• Initialise a count to zero</li> <li>• loop 100 times // loop through all of the array</li> <li>• compare an element with "Empty" <b>in a loop</b></li> <li>• increment the count if equal <b>in a loop</b></li> <li>• Output a message together with the count <b>not inside a loop</b></li> </ul>	<b>5</b>
2(b)	One mark for each point: <ul style="list-style-type: none"> <li>• The breaking down of an algorithm / task / problem</li> <li>• to a level of (sufficient) detail // into smaller parts / sub-tasks</li> <li>• from which it can be programmed // which are easier to program</li> </ul>	<b>3</b>

Question	Answer	Marks
2(c)	<p><b>Mode: READ</b>  <b>Description:</b> Used to read data from a file // input data from a file to the program // only allows you to read data from the file / can't change the data</p> <p><b>Mode: APPEND</b>  <b>Description:</b> Used to add data // write to the end of the text file // output data from the program to the end of a file (without changing / deleting anything)</p> <p>One mark for mode; one mark for corresponding description</p>	4
2(d)	<p><b>Write:</b>  Use an editor to write the source code / program / high-level language code.</p> <p><i>Or by example of feature:</i>  An editor provides (features such as) context-sensitive prompts / dynamic syntax checking / PrettyPrint / auto-indentation etc.</p> <p><b>Translate:</b>  A translator (compiler) will convert the source code / program / high-level language code into <u>object code</u> / <u>machine code</u> / <u>an executable file</u></p> <p>A translator (interpreter) is used to translate the source code / program / high-level language code <u>line by line</u> // Or by example: identify syntax errors</p> <p><i>Or by example of feature:</i>  A translator will identify errors</p> <p><b>Test:</b>  A debugger is used to find / (help to) correct errors.</p> <p><i>Or by example of feature:</i>  e.g. single-step, break-points, watch-window...</p> <p>One mark per category (Write, Translate, Test) for each reference to a specific 'feature'.</p>	3

Question	Answer	Marks
3(a)	 <p>Mark as follows:</p> <ul style="list-style-type: none"> <li>• One mark for four boxes connected as shown (search, allocate and enable in the correct order)</li> <li>• One mark for each of: <ul style="list-style-type: none"> <li>• Arrows labelled AA, BB <b>and</b> CC with correct symbols</li> <li>• Return parameter from Search with correct symbol</li> <li>• Return boolean from Allocate with correct symbol</li> <li>• Double-headed arrow for DD</li> </ul> </li> <li>• One mark for repetition arrow (either direction)</li> </ul>	6
3(b)	<ul style="list-style-type: none"> <li>• He would use his <u>transferrable skills</u> to understand the new program</li> <li>• He could recognise (or equivalent phrase) basic control structures in the language / by example of a program construct (loops, conditional, declaration...)</li> <li>• He could read the comments / meaningful variable names</li> </ul> <p>One mark for each bullet point</p>	2

Question	Answer	Marks
4(a)	<pre> DECLARE Name : ARRAY [1:40] OF STRING DECLARE Index : INTEGER  FOR Index ← 1 TO 40     OUTPUT "Input the name for student ", Index     INPUT Name[Index] ENDFOR </pre> <p>One mark for each of the following:</p> <ol style="list-style-type: none"> <li>1. Declaration of array <b>and</b> index</li> <li>2. Loop for 40 elements</li> <li>3. Prompt (as above, including student number) and input for name <b>in a loop</b></li> <li>4. Assign the name to an array element <b>in a loop</b></li> </ol>	4
4(b)	<ul style="list-style-type: none"> <li>• Program code easier to read / modify / debug</li> <li>• Easier to access individual elements of / search for a value in the 'data set' // single identifier used</li> </ul>	1

Question	Answer	Marks
5(a)(i)	To test <u>every path</u> through the code / algorithm Accept phrase with equivalent meaning	1
5(a)(ii)	A trace table	1
5(b)(i)	<p><b>String:</b></p> <ul style="list-style-type: none"> <li>• three possible formats for string containing two words: "Cat∇∇Dog" // "Cat∇Dog∇" // "∇Cat∇Dog"</li> </ul> <p><b>Explanation:</b></p> <ul style="list-style-type: none"> <li>• When a space character is encountered</li> <li>• NumWords is incremented by 1</li> </ul> <p><b>OR:</b></p> <ul style="list-style-type: none"> <li>• The algorithm counts the spaces</li> <li>• and not the words</li> </ul> <p>1 mark for a string that would give the correct result 2 marks for explanation</p>	3

Question	Answer	Marks
5(b)(ii)	<p><b>String 1:</b></p> <ul style="list-style-type: none"> <li>• Output: Number of words : 2</li> </ul> <p><b>Description 1:</b></p> <ul style="list-style-type: none"> <li>• Check character at end of string</li> <li>• If not a character, increment variable NumTotal</li> </ul> <p><b>OR:</b></p> <ul style="list-style-type: none"> <li>• Add a space at the beginning / end of string</li> <li>• At the start of the algorithm</li> </ul> <p><b>OR:</b></p> <ul style="list-style-type: none"> <li>• Change Initialisation of NumWords</li> <li>• to 1</li> </ul> <p><b>OR:</b></p> <ul style="list-style-type: none"> <li>• After the loop</li> <li>• Add 1 to NumWords</li> </ul> <p><b>String 2:</b></p> <ul style="list-style-type: none"> <li>• Output: Number of words : 5</li> </ul> <p><b>Description 2:</b></p> <ul style="list-style-type: none"> <li>• Detect a space followed by a space</li> <li>• Count as a single space / only increment variable NumTotal once</li> </ul> <p><b>OR:</b></p> <ul style="list-style-type: none"> <li>• Replace all double spaces with a single space</li> <li>• Before the loop</li> </ul> <p><b>OR:</b></p> <ul style="list-style-type: none"> <li>• After the loop</li> <li>• Subtract 2 from NumWords</li> </ul> <p>Many possible solutions.</p> <p>One mark for each correct output One marks for each description bullet point</p>	6



Question	Answer	Marks
6(a)	<p>'Pseudocode' solution included here for development and clarification of mark scheme.</p> <p>Programming language example solutions appear in the Appendix.</p> <pre> FUNCTION SearchFile (SearchString : STRING) RETURNS STRING    DECLARE FileData : STRING   DECLARE Found : BOOLEAN   DECLARE SearchLength : INTEGER    Found ← FALSE   SearchLength ← LENGTH(SearchString)    OPENFILE "StudentContact.txt" FOR READ    WHILE NOT EOF("StudentContact.txt") AND NOT Found     READFILE "StudentContact.txt", FileData     IF SearchString = LEFT(FileData, SearchLength)       THEN         Found ← TRUE       ENDIF     ENDWHILE    CLOSEFILE "StudentContact.txt"    IF NOT FOUND     THEN       RETURN ""     ELSE       RETURN FileData     ENDIF  ENDFUNCTION </pre> <p>One mark for each of the following:</p> <ol style="list-style-type: none"> <li>Function header and end (where appropriate). Parameter optional but if present must be of type STRING</li> <li>Calculate length of string from parameter // extract substring from file line</li> <li>File OPEN () in READ mode <b>and</b> subsequent CLOSE ()</li> <li>WHILE loop repeating until EOF ()</li> <li>read a line from the file <b>in a loop</b></li> <li>compare name from file with SearchString <b>in a loop</b></li> <li>exit loop if SearchString found</li> <li>Return the line from the file if SearchString found <b>or</b> an empty string if not found</li> </ol>	8

Question	Answer	Marks
6(b)	<pre> FUNCTION ProcessArray() RETURNS INTEGER    DECLARE NoTelNumber : INTEGER   DECLARE Index : INTEGER   DECLARE ThisName : STRING   DECLARE StudentData : STRING    NoTelNumber ← 0    FOR Index ← 1 to 40     ThisName ← ClassList[Index]     IF ThisName &lt;&gt; "" //Skip blanks       THEN         StudentData ← SearchFile(ThisName)         IF StudentData = "" //Student not found           THEN             StudentData ← ThisName &amp; "*No number"             NoTelNumber ← NoTelNumber + 1           ENDIF         CALL AddToFile(StudentData, "ClassContact.txt")       ENDIF     ENDFOR    RETURN NoTelNumber  ENDFUNCTION </pre> <p>One mark for each of the following:</p> <ol style="list-style-type: none"> <li>Function header and end, including return parameter</li> <li>Declaration and initialisation of local count variable (NoTelNumber)</li> <li>FOR loop for 40 array elements ...</li> <li>skip empty elements in a loop</li> <li>use SearchFile(ThisName) and save return value in a loop</li> <li>if Searchfile() returns an empty string, add "*No number" to SearchString ...</li> <li>... and increment count</li> <li>call AddToFile with both parameters as above in a loop</li> <li>Return count outside the loop</li> </ol>	9
6(c)	<p>'Pseudocode' solution included here for development and clarification of mark scheme.</p> <p>Programming language example solutions appear in the Appendix.</p> <pre> <u>FUNCTION ProcessArray (ClassList : ARRAY, ClassContact :</u> <u>STRING)</u> <u>RETURNS : INTEGER</u> </pre> <p>One mark per underlined section.</p>	3

\*\*\* End of Mark Scheme – example program code solutions follow \*\*\*

**Program Code Example Solutions****Q6 (a): Visual Basic**

```

Function SearchFile(SearchString As String) As String
    Dim FileData As String
    Dim Found As Boolean
    Dim SearchLength As Integer
    Dim FileName As String

    Found = False
    SearchLength = Len(SearchString)

    FileName = "StudentContact.txt"
    FileOpen(1, FileName, OpenMode.Input)
    While Not EOF(1) And NOT Found
        FileData = LineInput(1)
        If SearchString = Left(FileData, SearchLength) Then
            Found = True
        End If
    End While

    FileClose(1)

    If Not Found Then
        Return ""
    Else
        Return FileData
    End If

End Function

```

**Alternative:**

```

Function SearchFile (SearchString As String) As String
    Dim FileData As String
    Dim Found As Boolean
    Dim SearchLength As Integer
    Dim MyFile As System.IO.StreamReader

    MyFile = My.Computer.FileSystem.OpenTextFileReader("StudentContact.txt")
    Found = False
    SearchLength = Len(SearchString)

    Do While MyFile.Peek <> -1
        FileData = MyFile.Readline()
        If SearchString = LEFT(FileData, SearchLength) Then
            Found = True
            return(FileData)
        End If
    Loop
    MyFile.Close
    If NOT Found then
        return ("")
    End If
End Function

```

**Q6 (a): Pascal**

```

function SearchFile(var SearchString: string):string;
  var Found : Boolean;
      SearchLength : integer;
      FileData : string;
      MyFile : text;

begin
  Found := False;
  SearchLength := Length(SearchString);

  Assign(MyFile, 'StudentContact.txt');
  Reset(MyFile);

  While NOT EOF(MyFile) AND Found = False do
    Begin
      Readln(MyFile, FileData);
      If SearchString = LeftStr(FileData,SearchLength) then
        Found := True;
      End;
    Close(MyFile);

  If NOT Found then
    SearchFile := ''
  else
    SearchFile := FileData;

  End;

```

**Q6 (a): Python**

```

def searchFile(searchString):
    ##Declare filedata : string, found : boolean, searchLength : integer
    ##returns a string value

    found = False
    searchLength = len(searchString)
    myFile = open("StudentContact.txt", 'r')
    fileData = myFile.readline()
    while found == False:
        fileData = myFile.readline()
        if not fileData.strip(): #check if no data/end of file
            break
        else:
            if searchString == fileData[0:searchLength]:
                found = True
                print(searchString)

    myFile.close
    if found == False:
        return("")
    else:
        return(fileData)

```

**Q6 (c): Visual Basic**

Function ProcessArray (ClassList() As String, ClassContact As String) As Integer

**OR**

Function ProcessArray (ClassList As String(), ClassContact As String) As Integer

**Q6 (c): Pascal**

function ProcessArray (var ClassList:CList; ClassContact:string) :integer;

CList is user-defined type – could be any name that's not a keyword

**Q6 (c): Python**

def ProcessArray (ClassList, ClassContact) :