

Please write clearly in block capitals.

Centre number

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Candidate number

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Surname

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Forename(s)

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Candidate signature

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# GCSE COMPUTER SCIENCE

Paper 1 - Computational thinking and programming skills

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Specimen Assessment Materials Time allowed: 2 hours

## Materials

- There are no additional materials required for this paper.
- You must **not** use a calculator.



## Instructions

- Use black ink or black ball-point pen. Use pencil only for drawing.
- Answer **all** questions.
- You must answer the questions in the spaces provided.
- Do all rough work in this book.
- Cross through any work you do not want to be marked.
- Questions that require a coded solution must be answered in VB.Net

## Information

- The total number of marks available for this paper is 90.

## Advice

For the multiple-choice questions, completely fill in the lozenge alongside the appropriate answer.

CORRECT METHOD



WRONG METHODS



If you want to change your answer you must cross out your original answer as shown.



If you wish to return to an answer previously crossed out, ring the answer you now wish to select as shown.



Answer **all** questions.

0 1 . 1

Define the term algorithm.

[2 marks]

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0 1 . 2

The following are computer science terms (labelled **A – E**).

- A** assignment
- B** data type
- C** decomposition
- D** efficiency
- E** input

For each of the definitions in the table, write the label of the most suitable computer science term. Use a label only once.

[3 marks]

	Label
Breaking a problem down into a number of sub-problems	
The process of setting the value stored in a variable	
Defines the range of values a variable may take	

**0 2**

The pseudo-code in **Figure 1** assigns two string values to two variables.

**Figure 1**

```
title ← 'computer science'  
level ← 'gcse'
```

**0 2****1**

Shade **one** lozenge that shows the length of the contents of the variable `level` in **Figure 1**.

**[1 mark]**

- A** 1
- B** 2
- C** 3
- D** 4

**0 2****2**

Shade **one** lozenge that shows the result of concatenating the variable `title` with the variable `level` in **Figure 1**.

**[1 mark]**

- A** 'computer science gcse'
- B** 'Computer Science GCSE'
- C** 'computersciencegcse'
- D** 'computer sciencegcse'

**Turn over for the next question**

**Turn over ►**

0 3

The algorithm in **Figure 2** has been developed to automate the quantity of dog biscuits to put in a dog bowl at certain times of the day.

- Line numbers are included but are not part of the algorithm.

**Figure 2**

```

1      time ← USERINPUT
2      IF time = 'breakfast' THEN
3          q ← 1
4      ELSE IF time = 'lunch' THEN
5          q ← 4
6      ELSE IF time = 'dinner' THEN
7          q ← 2
8      ELSE
9          OUTPUT 'time not recognised'
10     ENDIF
11     FOR n ← 1 TO q
12         IF n < 3 THEN
13             DISPENSE_BISCUIT('chewies')
14         ELSE
15             DISPENSE_BISCUIT('crunchy')
16         ENDIF
17     ENDFOR

```

0 3

. 1

Shade **one** lozenge which shows the line number where selection is **first** used in the algorithm shown in **Figure 2**.

[1 mark]

**A** Line number 2

**B** Line number 4

**C** Line number 9

**D** Line number 12

0 3

. 2

Shade **one** lozenge which shows the line number where iteration is **first** used in the algorithm shown in **Figure 2**.

[1 mark]

**A** Line number 1

**B** Line number 8

**C** Line number 11

**D** Line number 13

0 3

. 3

Shade **one** lozenge which shows how many times the subroutine `DISPENSE_BISCUIT` would be called if the user input is 'breakfast' in **Figure 2**.

[1 mark]

- A 1 subroutine call
- B 2 subroutine calls
- C 3 subroutine calls
- D 4 subroutine calls

0 3

. 4

Shade **one** lozenge which shows the data type of the variable `time` in the algorithm shown in **Figure 2**.

[1 mark]

- A Date/Time
- B String
- C Integer
- D Real

0 3

. 5

State how many times the subroutine `DISPENSE_BISCUIT` will be called with the parameter 'chewies' if the user input is 'lunch' in **Figure 2**.

[1 mark]

---

Turn over for the next question

Turn over ►

0 4

A programmer has written a VB.Net program that asks the user to input two integers and then output which of the two integers is the largest. Complete the program below by filling in the gaps using the items in **Figure 3**. You will not need to use all the items in **Figure 3**. Each item in **Figure 3** should only be used once.

**[5 marks]****Figure 3**

Console.Write	num1	num2	output
Else	<	>	ElseIf
String	Double	Integer	

```

Dim num1 As Integer

Dim num2 As _____

Console.Write("Enter a number: ")

num1 = Console.ReadLine()

Console.Write("Enter another number: ")

num2 = Console.ReadLine()

If num1 > num2 Then

    Console.WriteLine(" _____ is bigger.")

ElseIf num1 _____ num2 Then

    Console.WriteLine(" _____ is bigger.")

_____

    Console.WriteLine("The numbers are equal.")

End If

```

0	5
---	---

Write a VB.Net program that allows a taxi company to calculate how much a taxi fare should be.

The program should:

- allow the user to enter the journey distance in kilometres (no validation is required)
- allow the user to enter the number of passengers (no validation is required)
- calculate the taxi fare by
  - charging £2 for every passenger regardless of the distance
  - charging a further £1.50 for every kilometre regardless of how many passengers there are
- output the final taxi fare.

You **should** use meaningful variable name(s), correct syntax and indentation in your answer.

The answer grid below contains vertical lines to help you indent your code accurately.

**[7 marks]**










0 7

The algorithm in **Figure 4** is a sorting algorithm.

- Array indexing starts at 0.
- Line numbers are included but are not part of the algorithm.

**Figure 4**

```

1  arr ← [4, 1, 6]
2  swapsMade ← false
3  WHILE swapsMade = false
4      swapsMade ← true
5      i ← 0
6      WHILE i < 2
7          IF arr[i+1] < arr[i] THEN
8              t ← arr[i]
9              arr[i] ← arr[i+1]
10             arr[i+1] ← t
11             swapsMade ← false
12         ENDIF
13         i ← i + 1
14     ENDWHILE
15 ENDWHILE

```

0 7

1

State the data type of the variable `swapsMade` in the algorithm shown in **Figure 4**.

[1 mark]

0 7

2

The identifier `swapsMade` is used in the algorithm shown in **Figure 4**.

Explain why this is a better choice than using the identifier `s`.

[2 marks]

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**0 9**

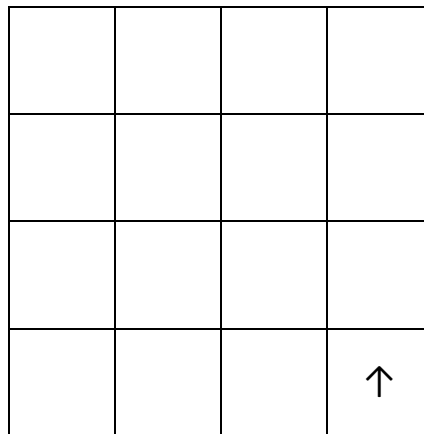
Four separate subroutines have been written to control a robot.

- `Forward(n)` moves the robot  $n$  squares forward.
- `TurnLeft()` turns the robot 90 degrees left.
- `TurnRight()` turns the robot 90 degrees right.
- `ObjectAhead()` returns `true` if the robot is facing an object in the next square or returns `false` if this square is empty.

**0 9****1**

Draw the path of the robot through the grid below if the following program is executed (the robot starts in the square marked by the  $\uparrow$  facing in the direction of the arrow).

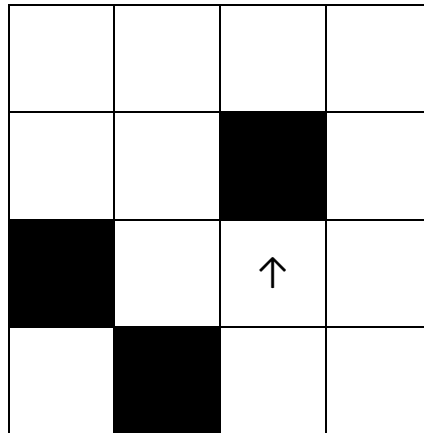
```
Forward(2)
TurnLeft()
Forward(1)
TurnRight()
Forward(1)
```

**[3 marks]**

- 0 9** . **2** Draw the path of the robot through the grid below if the following program is executed (the robot starts in the square marked by the ↑ facing in the direction of the arrow). If a square is black then it contains an object.

```
WHILE ObjectAhead() = true
  TurnLeft()
  IF ObjectAhead() = true THEN
    TurnRight()
    TurnRight()
  ENDIF
  Forward(1)
ENDWHILE
Forward(1)
```

**[3 marks]**



**Turn over for the next question**

**Turn over ►**

1 0

State **two** benefits of developing solutions using the structured approach.**[2 marks]**


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1 1

Fill in the blank arrays to show the steps involved in applying the bubble sort algorithm to the array [3, 5, 1, 4, 2]. You only need to show the missing steps where a change is applied to the array.

**[5 marks]**

3	5	1	4	2
1	2	3	4	5



1 2

A developer is developing a program for a client. The developer is given the following instructions.

“Many of my friends ask me to walk their dogs for them. All of these friends pay me to do this and the amount I get paid depends on how long I walk their dogs for. If they have more than one dog then I don’t charge the owner any extra. I like to walk the dogs in the afternoon when the weather is normally best because I often get colds. I need you to help me keep track of how much I’m owed – fortunately for me all of my friends have different first names so it is really easy to tell them apart. I charge £10 for every 30 minutes of the walk (and I always round this up so 47 minutes would be two half-hour charges or £20).

1 2

. 1

The developer needs to remove all of the unnecessary detail from the client’s request. Shade the lozenge next to the name for this process.

[1 mark]

A Abstraction

B Conversion

C Decomposition

D Validation

1 2

. 2

The developer has decided that the following two points are the only important details from the client’s request.

- The charge is based on time and not how many dogs are walked.
- The charge is £10 every 30 minutes.

State **two** other relevant details that the developer has missed.

[2 marks]

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1 3

The following subroutines control the way that labelled blocks are placed in different columns.

`BLOCK_ON_TOP (column)` returns the label of the block on top of the column given as a parameter.

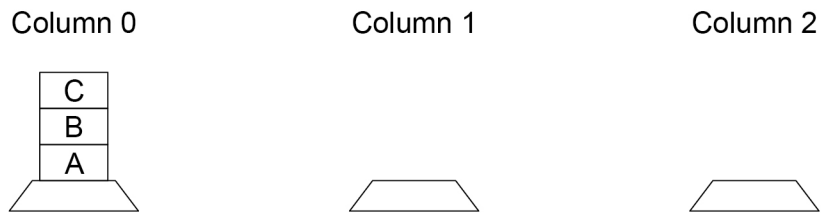
`MOVE (source, destination)` moves the block on top of the source column to the top of the destination column.

`HEIGHT (column)` returns the number of blocks in the specified column.

1 3

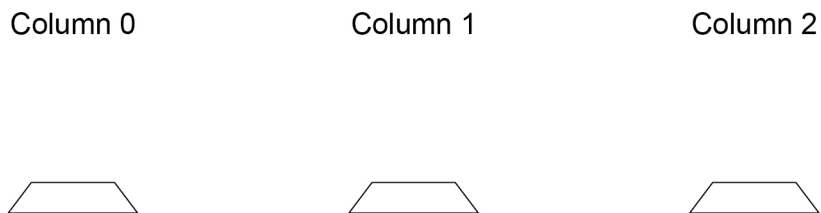
. 1

This is how the blocks A, B and C are arranged at the start.



Draw the final arrangement of the blocks after the following algorithm has run.

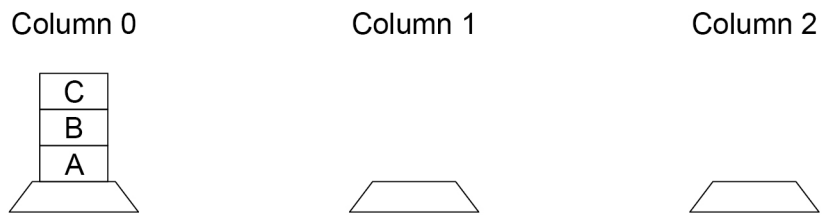
```
MOVE (0, 1)
MOVE (0, 2)
MOVE (0, 2)
```



**[3 marks]**

1 3 . 2

This is how the blocks A, B and C are arranged at the start.

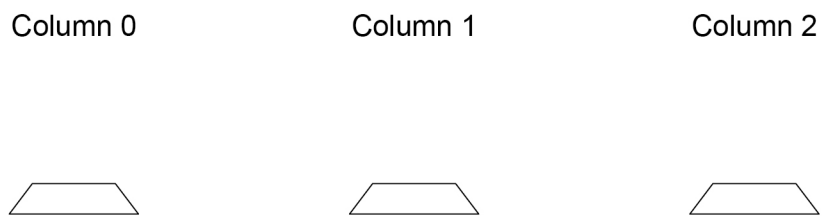


Draw the final arrangement of the blocks after the following algorithm has run.

```

WHILE HEIGHT(0) > 1
  MOVE(0, 1)
ENDWHILE
MOVE(1, 2)

```

**[3 marks]****Turn over for the next question****Turn over ►**

1

3

3

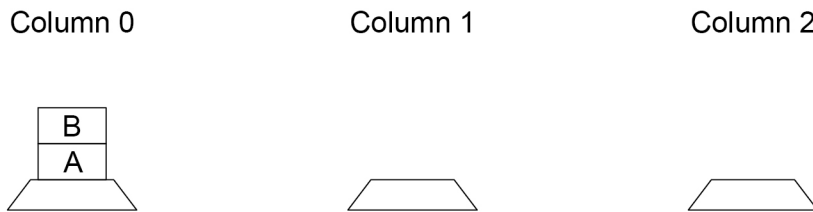
Develop an algorithm using either pseudo-code or a flowchart that will move every block from column 0 to column 1.

Your algorithm should work however many blocks start in column 0. You may assume there will always be at least one block in column 0 at the start and that the other columns are empty.

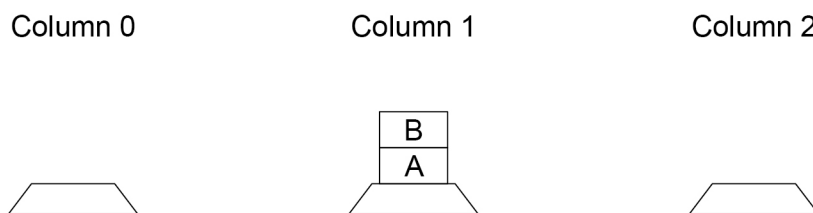
The order of the blocks must be preserved.

The `MOVE` subroutine must be used to move a block from one column to another. You should also use the `HEIGHT` subroutine in your answer.

For example, if the starting arrangement of the blocks is:



Then the final arrangement should have block B above block A:



**[4 marks]**

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1 4

A programmer has written the VB.Net program in **Figure 5** to add up the numbers between one and five.

**Figure 5**

```
Dim total As Integer = 0
Dim number As Integer = 0
For number = 1 To 5
    total = total + number
Next
Console.WriteLine(total)
```

The program needs to be changed so that it also multiplies all of the numbers between one and five.

Shade **one** lozenge next to the program that will do what the programmer wants.

**[1 mark]**

<b>A</b>	<pre>Dim total As Integer = 0 Dim product As Integer = 1 Dim number As Integer = 0 For number = 1 To 5     total = total + number     product = total * number Next Console.WriteLine(total) Console.WriteLine(product)</pre>	<input type="radio"/>
<b>B</b>	<pre>Dim total As Integer = 0 Dim product As Integer = 1 Dim number As Integer = 0 For number = 1 To 5     total = total + number     product = product * number Next Console.WriteLine(total) Console.WriteLine(product)</pre>	<input type="radio"/>
<b>C</b>	<pre>Dim total As Integer = 0 Dim product As Integer = 1 Dim number As Integer = 0 For number = 1 To 5     total = total + number     product = product * total Next Console.WriteLine(total) Console.WriteLine(product)</pre>	<input type="radio"/>
<b>D</b>	<pre>Dim total As Integer = 0 Dim product As Integer = 1 Dim number As Integer = 0 For number = 1 To 5     total = total + number     product = (total + product) * number Next Console.WriteLine(total) Console.WriteLine(product)</pre>	<input type="radio"/>







1 6

**Figure 7** shows part of a program written in VB.Net.

**Figure 7**

```
Dim validChoice As Boolean
Dim choice As Integer
validChoice = False
While validChoice = False
    Console.Write("Enter your choice [1 - 10] ")
    choice = Console.ReadLine()
    If choice >= 1 And choice <= 10 Then
        validChoice = True
    Else
        Console.WriteLine("Invalid choice")
    End If
End While
Console.WriteLine("Valid choice")
```

Complete the following test plan for the code shown in **Figure 7**.

Test type	Test data	Expected result
Normal data	5	Valid choice message displayed
Invalid data		
Boundary data		

**[2 marks]**

1 7

**Figure 8** shows a VB.Net program that is being developed.

It is supposed to calculate and display the highest common factor of two numbers entered by the user.

The highest common factor of two numbers is the largest number that both numbers can be divided by without leaving a remainder.

Examples:

- the highest common factor of the numbers 6 and 9 is 3
- the highest common factor of 2 and 5 is 1

Line numbers are shown but are not part of the program code.

### Figure 8

```

1 Dim num1 As Integer = Console.ReadLine()
2 Dim num2 As Integer = Console.ReadLine()
3 Dim hcf As Integer = 1
4 Dim count As Integer = 1
5 While count < num1
6     If num1 Mod count = 0 And num2 Mod count = 0 Then
7         hcf = count
8     End If
9     count = count + 1
10 End While
11 Console.WriteLine(hcf)

```

The program in **Figure 8** works correctly sometimes but not always. When the user enters the numbers 4 and 6 it correctly outputs 2, but when the user enters the numbers 4 and 4 it should output 4 but it does not.

1 7. 1

State the output from the program in **Figure 8** when the user enters the numbers 4 and 4

[1 mark]

1 7. 2

State the line number from the program in **Figure 8** which contains the error that stops the program from sometimes working correctly.

[1 mark]

1 7. 3

Describe how the line of code identified in your answer to 17.2 should be changed so that the program in **Figure 8** will work correctly.

[1 mark]

1	8
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Write a VB.Net program that calculates an estimate of the braking distance in metres for a new model of go-kart that is travelling between 10 and 50 kilometres per hour (kph).

Your program should:

- keep asking the user to enter a speed for the go-kart until they enter a speed that is between 10 and 50 (inclusive)
- calculate the braking distance in metres by dividing the speed by 5
- ask the user if the ground is wet (expect the user to enter *yes* if it is)
- if the ground is wet, multiply the braking distance by 1.5
- output the final calculated braking distance.

You **should** use meaningful variable name(s), correct syntax and indentation in your answer.

The answer grid below contains vertical lines to help you indent your code accurately.

**[8 marks]**


Turn over ►


**END OF QUESTIONS**

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