

CAMBRIDGE INTERNATIONAL EXAMINATIONS

Cambridge International Advanced Subsidiary and Advanced Level

MARK SCHEME for the October/November 2015 series

9608 COMPUTER SCIENCE

9608/23

Paper 2 (Written Paper), maximum raw mark 75

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.

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Page 2	Mark Scheme	Syllabus	Paper
	Cambridge International AS/A Level – October/November 2015	9608	23

- 1 (i) 40 [1]
- (ii) 314.2(0) [1]
- (iii) 16 // ERROR as identifier Z has not been declared [1]
- (iv) TRUE [1]
- 2 (i) (Single) software program [1]
 Features for:
 program editor/writing/editing
 translation // interpreter/compiler
 testing program code // observe outputs } 2 points to score [1]
- (ii) Syntax checking (on entry)
 Structure blocks (e.g. IF structure and loops begin/end highlighted)
 General prettyprint features
 Automatic indentation
 Highlights any undeclared variables
 Highlights any unassigned variables
 Commenting out/in of blocks of code
 Visual collapsing / highlighting of blocks of code
 Single stepping
 Breakpoints
 Variable/expressions report window [MAX 3]

Page 3	Mark Scheme	Syllabus	Paper
	Cambridge International AS/A Level – October/November 2015	9608	23

3 (a)

Test Case	Inputs		Output	
	InA	InB	OutZ	
1	TRUE	TRUE	FALSE	[1]
2	TRUE	FALSE	TRUE	[1]
3	FALSE	TRUE	TRUE	[1]
4	FALSE	FALSE	TRUE	[1]

(b) IF InA = TRUE AND InB = TRUE
 THEN
 OutZ ← FALSE
 ELSE
 OutZ ← TRUE
 ENDIF

Mark as follows

Structure: IF - THEN - ELSE - ENDIF [1]

Condition: InA = TRUE AND InB = TRUE [1]

Logic: OutZ ← FALSE (when condition true)}
 OutZ ← TRUE (when condition false)} [1]

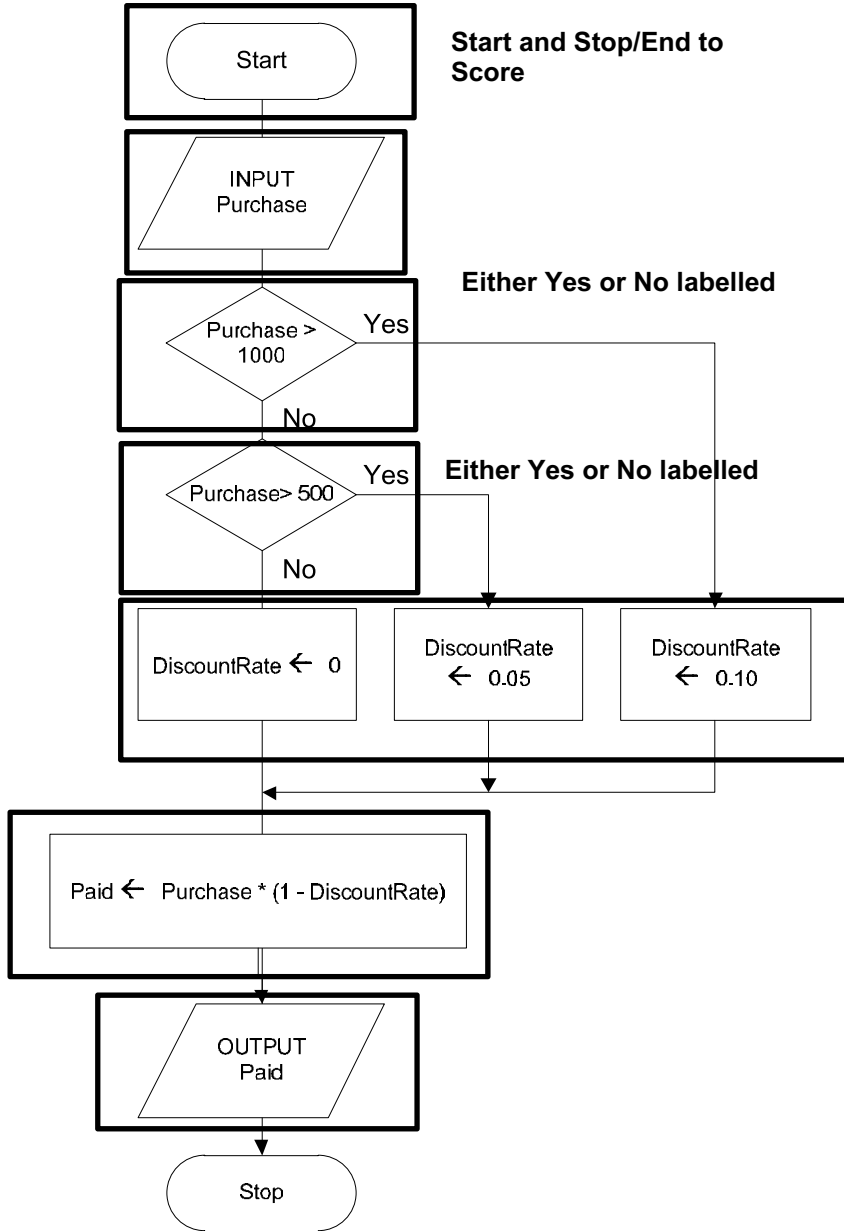
Alternative answer (worth 3 marks):

OutZ ← NOT(InA AND InB)

OutZ ← NOT InA OR NOT InB

Page 4	Mark Scheme	Syllabus	Paper
	Cambridge International AS/A Level – October/November 2015	9608	23

4



Start and Stop/End to Score

[MAX 6]

[Total: 6]

Either Yes or No labelled

Either Yes or No labelled

[MAX 6]

Page 5	Mark Scheme	Syllabus	Paper
	Cambridge International AS/A Level – October/November 2015	9608	23

5 (a)

Identifier	Data type	Description	
YearCount	INTEGER	Loop counter /// Age of the car	[1]
PurchasePrice	INTEGER	Purchase price of the car	[1]
CurrentValue	REAL // CURRENCY Allow: SINGLE Refuse: DOUBLE	The changing depreciated value	[1]

Must have correct identifier + Data type + Description to score

(b) OUTPUT "Enter Purchase price"

INPUT PurchasePrice

CurrentValue ← PurchasePrice [1]

YearCount ← 1

WHILE **YearCount** < 9 AND **CurrentValue** >= 1000 [2]

Note: Penalise: inclusion of \$

 IF **YearCount** = 1 [1]

THEN

CurrentValue ← CurrentValue * (1 - 40/100)

ELSE

 CurrentValue ← **CurrentValue** * 0.8 [1]

ENDIF

OUTPUT YearCount, CurrentValue

YearCount ← **YearCount** + 1 [1]

ENDWHILE

Page 6	Mark Scheme	Syllabus	Paper
	Cambridge International AS/A Level – October/November 2015	9608	23

- 6 (a) Combination of staff and task number // the pair of numbers // the pair of random numbers [1]
//there will be duplicates /repeats//some staff tasks will not be generated [1]
- (b) (i) 04 // 03 [1]
(ii) 27 // 28 [1]
(iii) 20 [1]
(iv) 11 / 12 [1]
- (c) (i) Zero [1]
(ii) Completed <> 60 // NewStaffTask = FALSE [1]
Allow: Inclusion of the WHILE
(iii) Determines whether this combination of StaffNum and TaskNum has been completed [1]
Assigns value TRUE if not already generated [1]
Flags that this is the first time this staff + task has been selected/to exit the loop [1]
Outputs the new staff + task number [1]
- [MAX 3]
- (iv) TaskGrid : ARRAY[1:5, 1:12] OF BOOLEAN
1 mark | 1 mark [2]

(d) Pseudocode ...

(SELECT) CASE (OF) + ENDCASE using StaffNo
1 mark 1 mark

(CASE) 1: StaffName ← "Sadiq" 1
(CASE) 2: StaffName ← "Smith"
(CASE) 3: StaffName ← "Ho"
(CASE) 4: StaffName ← "Azmah"
(CASE) 5: StaffName ← "Papadopolis"
(all four cases ...) 1

ENDCASE // ENDSELECT [4]

Visual Basic

```
Select Case StaffNo
  Case 1
    StaffName = "Sadiq"
  Case 2
    StaffName = "Smith"
  Case 3
    StaffName = "Ho"
  Case 4
    StaffName = "Azmah"
  Case 5
    StaffName = "Papadopolis"
End Select
```

Page 7	Mark Scheme	Syllabus	Paper
	Cambridge International AS/A Level – October/November 2015	9608	23

- 7 (a) (i) CAT [1]
Ignore any opening + closing quotes
- (ii) 13 [1]
- (iii) 83 [1]
- (iv) 15 [1]
- (b) *Input of string ...*
- Correct syntax (for both prompt and assignment) }
Uses `MyString` identifier } [1]
- `StringTotal` set to 0 [1]
- FOR loop:*
- FOR - NEXT keywords // (Python) correct indentation [1]
Correct start and /end boundaries [1]
Note: the end boundary must use the language length
function/method // alternative Python syntax
- Isolate single character number [1]
- Followed by the use of `Asc (VB) // Ord (Python)` }
Assigned to `NextNum` } [1]
- Added to `StringTotal` [1]
- Correct syntax for the output of the string and number [1]
- [MAX 6]

Python ...

```
MyString = input('key in string')

StringTotal = 0
for i in range (0, len(MyString)):
    NextNum = ord(MyString[i])
    StringTotal = StringTotal + NextNum

print(MyString, StringTotal)
```

Page 8	Mark Scheme	Syllabus	Paper
	Cambridge International AS/A Level – October/November 2015	9608	23

Visual Basic...

```

Dim MyString As String
Dim StringTotal As Integer
Dim i As Integer
Dim NextNum As Integer

Console.Write("key in string")
MyString = Console.ReadLine
StringTotal = 0
For i = 1 To Len(MyString) // MyString.Length
    NextNum = Asc(Mid(MyString, i, 1))
    StringTotal = StringTotal + NextNum
Next

Console.WriteLine(MyString & " " & Str(StringTotal))

```

Pascal ...

```

VAR MyString      : String ;
VAR StringTotal  : Integer ;
VAR i             : Integer ;
VAR NextNum      : Integer ;
VAR SingleChar   : Char;

begin
    Writeln('key in string');
    readln(MyString) ;
    StringTotal := 0 ;

    For i := 1 To Length(MyString) do
        begin
            SingleChar := MyString[i] ;
            NextNum := Ord(SingleChar) ;
            StringTotal := StringTotal + NextNum ;
        end ;

    WriteLn(MyString, StringTotal) ;

    ReadLn() ;
End.

```

- (c) Used to provide an integrity/verification check [1]
Used as a checksum [1]
The total can be recalculated by the receiving software [1]
If any of the characters have been incorrectly transmitted the recalculated total and transmitted total will not match [1]
[**MAX 2**]

Page 9	Mark Scheme	Syllabus	Paper
	Cambridge International AS/A Level – October/November 2015	9608	23

8 (a) r [1]
Ignore inclusion of any quotes

(b) (i) 2 [1]
Ignore inclusion of any quotes for part (i), (ii) and (iii)

(ii) + [1]

(iii) 7 [1]

(c) (i)

N1	N2	N3	N4	BottomAnswer	Op	TopAnswer	OUTPUT
2	5	3	8	40	-	1	1/40

[2]

(ii)

N1	N2	N3	N4	BottomAnswer	Op	TopAnswer	OUTPUT
3	4	1	4	16	+	16	1

[2]

(iii)

N1	N2	N3	N4	BottomAnswer	Op	TopAnswer	OUTPUT
7	9	2	3	27	+	39	
						12	
							1 12/27

[3]

Page 10	Mark Scheme	Syllabus	Paper
	Cambridge International AS/A Level – October/November 2015	9608	23

- (d) (i) Adaptive (maintenance) [1]
- (ii) Allow more than two fractions to be added [1]
Numerator/denominator more than 1 digit [1]
Multiply and division also possible [1]
Allow brackets [1]
Give answer as decimal number [1]
Lowest possible denominator [1]
Trap any fraction which has a zero numerator [1]
Allow the input of vulgar fraction(s) [1]

[MAX 3]