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Cambridge International A Level

Cambridge International Examinations
Cambridge International Advanced Level

COMPUTER SCIENCE **9608/42**

Paper 4 Further Problem-solving and Programming Skills **October/November 2016**

PRE-RELEASE MATERIAL

This material should be given to the relevant teachers and candidates as soon as it has been received at the Centre.

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READ THESE INSTRUCTIONS FIRST

Candidates should use this material in preparation for the examination. Candidates should attempt the practical programming tasks using their chosen high-level, procedural programming language.

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Teachers and candidates should read this material prior to the November 2016 examination for 9608 Paper 4.

Reminders
The syllabus states:

- there will be questions on the examination paper which do not relate to this pre-release material
- you must choose a high-level programming language from this list:
  - Visual Basic (console mode)
  - Python
  - Pascal / Delphi (console mode)

Note: A mark of zero will be awarded if a programming language other than those listed is used.

The practical skills for Paper 4 build on the practical skills for Paper 2. We therefore recommend that candidates choose the same high-level programming language for this paper as they did for Paper 2. This will give candidates the opportunity for extensive practice and allow them to acquire sufficient expertise.

Questions on the examination paper may ask the candidate to write:

- structured English
- pseudocode
- program code

A program flowchart should be considered as an alternative to pseudocode for the documenting of an algorithm design.

Candidates should be confident with:

- the presentation of an algorithm using either a program flowchart or pseudocode
- the production of a program flowchart from given pseudocode (or the reverse)

Declaration of variables

The syllabus document shows the syntax expected for a declaration statement in pseudocode.

```
DECLARE <identifier> : <data type>
```

If Python is the chosen language, each variable's identifier (name) and its intended data type must be documented using a comment statement.

Structured English – Variables

An algorithm in pseudocode uses variables, which should be declared. An algorithm in structured English does not always use variables. In this case, the candidate needs to use the information given in the question to complete an identifier table. The table needs to contain an identifier, data type and description for each variable.

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TASK 1

When writing high-level language programs you are asked to use one of:

- Python
- Visual Basic (console mode)
- Pascal/Delphi (console mode)

Key focus: Programming environments

Syllabus section 2.4.1 refers to an Integrated Development Environment (IDE).
Syllabus section 4.3.4 refers to the use of development tools and programming environments.

Make sure you know the name of the programming environment that you use to write programs in your chosen programming language.

TASK 1.1

Explore the features of your editor that help you to write program code.
When and how does your programming environment report syntax errors?

TASK 1.2

When you write program code, explore debugger features available to you and practise using them to step through programs and explore the state of the variables after each instruction.

Explore how the debugger can help to find logic errors and run-time errors.

TASK 1.3

Write program code for the following insertion sort algorithm.
Correct any syntax errors.
Then use the debugger to find other types of error.

You will need to write a main program that initialises and populates an array of names to be sorted.
The program then calls the procedure `Sort`.

```
PROCEDURE Sort(BYREF Names : ARRAY OF STRING, BYVAL Start : INTEGER,
                                                    BYVAL Finish : INTEGER)
   FOR ThisPointer ← Start + 1 TO Finish
      ThisName ← Names[ThisPointer]
      Pointer ← ThisPointer - 1
      WHILE Names[Pointer] > ThisValue OR Pointer > 0
         Names[Pointer + 1] ← Names[Pointer]
         Pointer ← Pointer - 1
      ENDWHILE
      Names[Pointer + 1] ← ThisName
   ENDFOR
ENDPROCEDURE
```

Decide on some test data. Write down the expected results after each repetition (iteration) of the `FOR` loop. You should test your program with several different sets of data. Use the debugger each time to step through the program.

Extension task
Explore what program libraries are available for your chosen programming language. How can you make use of a library routine that is not part of the basic set-up of your programming environment?

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TASK 2

The table shows part of the instruction set for a processor which has one general purpose register, the Accumulator (ACC), and an index register (IX).
Note: These instructions are all referred to in syllabus sections 1.4.3 and 3.6.2.

Instruction		Explanation
Op code	**Operand**	
LDM	#n	Immediate addressing. Load the number n to ACC
LDD	<address>	Direct addressing. Load the contents of the given address to ACC
LDI	<address>	Indirect addressing. The address to be used is at the given address. Load the contents of this second address to ACC
LDX	<address>	Indexed addressing. Form the address from <address> + the contents of the index register. Copy the contents of this calculated address to ACC
LDR	#n	Immediate addressing. Load the number n into IX
STO	<address>	Store the contents of ACC at the given address
ADD	<address>	Add the contents of the given address to the ACC
INC	<register>	Add 1 to the contents of the register (ACC or IX)
DEC	<register>	Subtract 1 from the contents of the register (ACC or IX)
JMP	<address>	Jump to the given address
CMP	<address>	Compare the contents of ACC with the contents of <address>
CMP	#n	Compare the contents of ACC with number n
JPE	<address>	Following a compare instruction, jump to <address> if the compare was TRUE
JPN	<address>	Following a compare instruction, jump to <address> if the compare was FALSE
AND	#n	Bitwise AND operation of the contents of ACC with the operand
AND	<address>	Bitwise AND operation of the contents of ACC with the contents of <address>
XOR	#n	Bitwise XOR operation of the contents of ACC with the operand
XOR	<address>	Bitwise XOR operation of the contents of ACC with the contents of <address>
OR	#n	Bitwise OR operation of the contents of ACC with the operand
OR	<address>	Bitwise OR operation of the contents of ACC with the contents of <address>
IN		Key in a character and store its ASCII value in ACC
OUT		Output to the screen the character whose ASCII value is stored in ACC
END		Return control to the operating system

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Notes:

# denotes immediate addressing
B denotes a binary number, for example B01001010
& denotes a hexadecimal number, for example &4A

Tasks 2.1 to 2.7 all use one of the following two formats for symbolic addressing.

Format			Example
<label>:	<op code>	<operand>	START: LDA #0
<label>:	<data>		NUM1: B01001010

Key focus: Low-level Programming

Write assembly language program code using the instruction set provided on page 4.

Tasks 2.1 to 2.5 show a high-level language construct written in pseudocode.
Each of these tasks consists of writing the assembly language.

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TASK 2.1

```
X ← A + B
END
```

Label	Instruction		Comment
	Op code	Operand	
START:			// load the content of A into ACC
			// add the content of B to content of ACC
			// store content of ACC at address X
	END		// end of program
X:			
A:	5		
B:	3		

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TASK 2.2

```
IF X = A
   THEN
      OUTPUT CHR(X)  // statements for THEN part
   ELSE
      A ← A + 1   // statements for ELSE part
ENDIF
END
```

Label	Instruction		Comment
	Op code	Operand	
START:			// load the content of X into ACC
			// compare the content of ACC with content of A
			// if not equal (FALSE), jump to ELSE
THEN:			// instruction for THEN part start here
	JMP	ENDIF	// jump over the ELSE part
ELSE:			// instructions for ELSE part start here
ENDIF:			// remainder of program continues from here
	END		// end of program
A:	65		
X:	67		

Note: the built-in function `CHR(X)` returns the character that is represented by the ASCII code held in `X`.

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TASK 2.3

```
REPEAT
   OUTPUT CHR(X)
   X ← X - 1
UNTIL X = A
END
```

Label	Instruction		Comment
	Op code	Operand	
LOOP:			// instructions to be repeated start here
			// is content of ACC = content of A ?
			// if not equal (FALSE), jump to LOOP
	END		// end of program
X:	90		
A:	65		

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TASK 2.4

```
FOR COUNT ← 1 TO 4
   OUTPUT CHARS[COUNT]
ENDFOR
END
```

Label	Instruction		Comment
	Op code	Operand	
			// set ACC to zero
			// store content of ACC in COUNT
LOOP:			// increment COUNT starts here
			// instructions to be repeated start here
			// COUNT = 4 ?
			// if not equal (FALSE), jump to LOOP
	END		// end of program
COUNT:			
CHARS:	72		// 'H'
	69		// 'E'
	76		// 'L'
	80		// 'P'

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TASK 2.5

```
WHILE X <> B
   OUTPUT CHARS[B]
   B ← B + 1
ENDWHILE
END
```

Label	Instruction		Comment
	Op code	Operand	
LOOP:			// load content of X into ACC
			// is content of ACC = content of B ?
			// if equal (TRUE) jump to ENDWHILE
			// instructions to be repeated start here
			// jump back to start of loop
	END		// end of program
X:	4		
B:	0		
CHARS:	72		// 'H'
	69		// 'E'
	76		// 'L'
	80		// 'P'

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TASK 2.6

Output a string using indirect addressing.

Address	Instruction		Comment
	Op code	Operand	
LOOP:			// use indirect addressing to load contents of address found at address 100
			// output character with ASCII code held in ACC
			// load content of address 100
			// increment ACC
			// store content of ACC at address 100
			// is content of ACC = 107 ?
			// if not equal (FALSE), jump to LOOP
	END		// end of program
100	102		
101			
102	77		// 'M'
103	65		// 'A'
104	84		// 'T'
105	72		// 'H'
106	83		// 'S'
107			

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TASK 2.7

Programmers use bitwise operations (AND, OR, XOR) to set or examine specific bits.

Example:

Label	Instruction		Comment
	Op code	Operand	
LOOP:	LDD	X	// load content of X into ACC
	AND	MASK	// bitwise AND operation on content of ACC and content of MASK
	STO	Y	// store content of ACC in Y
	END		// end of program
X:	B10101111		
Y:			// what does the value of Y tell you about X ?
MASK:	B00000001		

Write simple programs using the different bitwise operations (AND, OR, XOR) and different MASK content.

Identify the operation and MASK bit pattern to:

- set a bit to 1, leaving all other bits unchanged
- set a bit to 0, leaving all other bits unchanged
- test whether a specific bit is 1
- test whether a specific bit is 0

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