

### **Cambridge Assessment International Education**

Cambridge International Advanced Subsidiary and Advanced Level

COMPUTER SCIENCE 9608/41

Paper 4 Written Paper

October/November 2019

MARK SCHEME
Maximum Mark: 75

#### **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.

Cambridge International is publishing the mark schemes for the October/November 2019 series for most Cambridge IGCSE™, Cambridge International A and AS Level components and some Cambridge O Level components.



# Cambridge International AS/A Level – Mark Scheme

#### **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.

© UCLES 2019 Page 2 of 19

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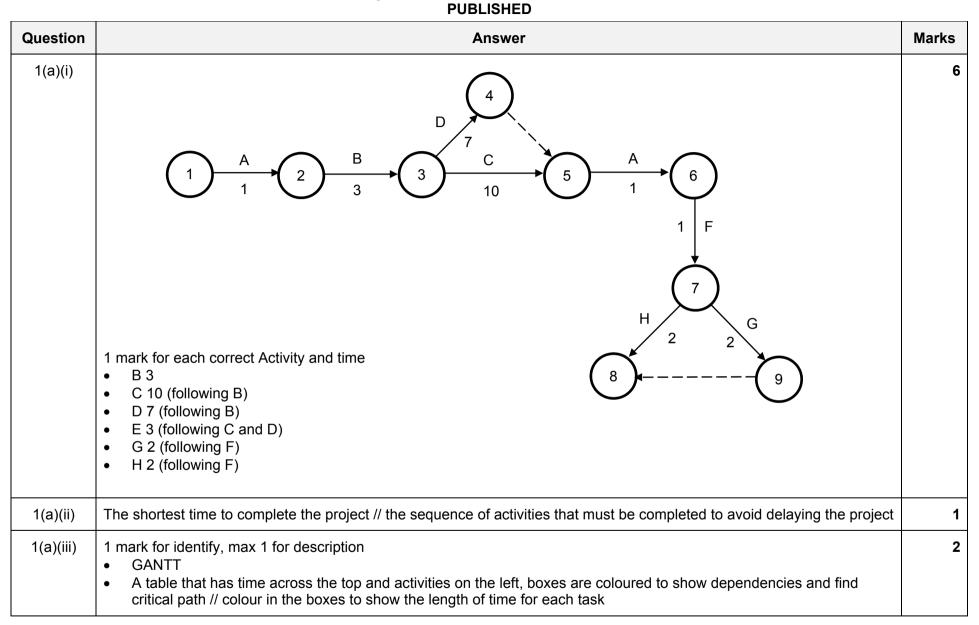
## **GENERIC MARKING PRINCIPLE 5:**

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.

© UCLES 2019 Page 3 of 19



© UCLES 2019 Page 4 of 19

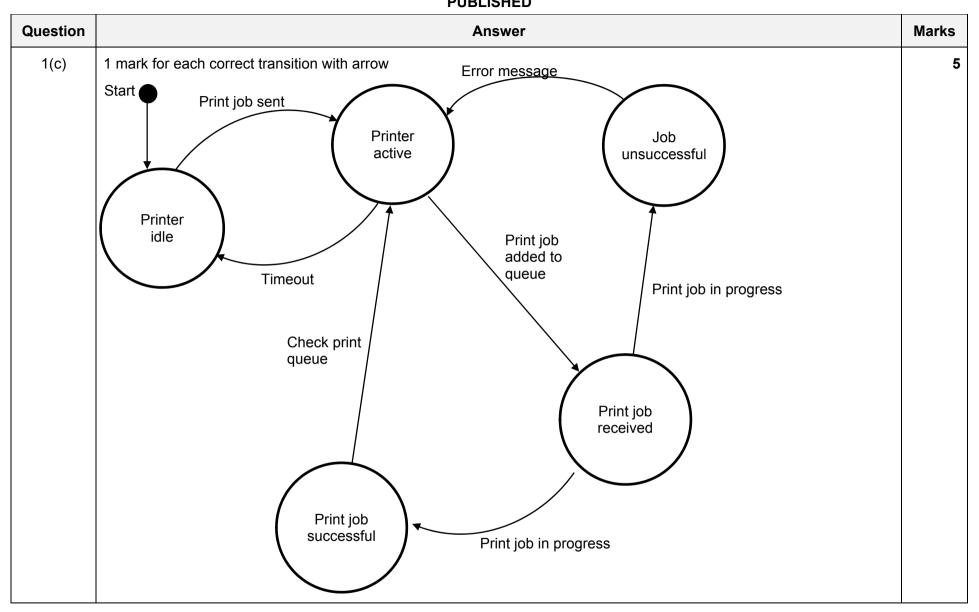
# Cambridge International AS/A Level – Mark Scheme **PUBLISHED**

Question	Answer	Marks
1(b)(i)	A, B, C and D in correct places with no alteration to start and end pointer	1
	Start Pointer End Pointer  A B D C	
1(b)(ii)	1 mark per bullet point  correct jobs in correct order  correct location of start pointer  correction location of new end pointer  End Pointer Start Pointer	3
	F G H D C E	
1(b)(iii)	1 mark from:     An error message would be generated	1

© UCLES 2019 Page 5 of 19

Question	Answer	Marks
1(b)(iv)	1 mark for each correct line	4
	FUNCTION Remove RETURNS STRING  DECLARE PrintJob: STRING  IF StartPointer = EndPointer  THEN  RETURN "Empty"  ELSE  PrintJob \( \times \) Queue[StartPointer]  IF StartPointer = 5  THEN  StartPointer \( \times \) 0  ELSE  StartPointer \( \times \) StartPointer + 1  ENDIF  RETURN PrintJob  ENDIF  ENDFUNCTION	
1(b)(v)	<ul> <li>1 mark per bullet point</li> <li>A stack is Last In First Out (LIFO) while a queue is First In First Out (FIFO)</li> <li>The queue removes and returns the element at start pointer // item is removed from the start/head //</li> <li>A stack would remove and return the element at end pointer // item is removed from the end</li> </ul>	2

© UCLES 2019 Page 6 of 19



© UCLES 2019 Page 7 of 19

				- '	, DEIO							
Question					Ans	wer						Mark
1(d)(i)	<ul><li>Way of mo</li><li>Show all p</li><li> based of</li></ul>	mark per bullet Way of modelling logic Show <b>all</b> possible outputs // shows <b>every</b> possible outcome // <b>all</b> outcomes based on the inputs Determine which action to take in specific conditions // how different conditions affect the actions/outcomes										
1(d)(ii)	1 mark for eac	h row										
	Accept Y/X/ticks as long as clear which are Y. Accept N/X/– for empty spaces											
						Ru	les					
		Document printed, but quality is poor	Υ	Υ	Υ	Y	N	N	N	Ν		
	Conditions	Error light is flashing on printer	Υ	Υ	N	N	Υ	Y	N	N		
		Document printed, but paper size is incorrect	Y	N	Y	N	Y	N	Y	N		
		Check connection from computer to printer						x				
	Actions	Check ink status	X	X	X	X						
	Actions	Check if there is a paper jam						х				
		Check paper size selected	X		X		Х		X			

© UCLES 2019 Page 8 of 19

Question					Ans	wer						Ma
1(d)(iii)	1 mark each for each correct column											
	Accept –/X for empty spaces. Accept Y/X/Ticks as long as clear which are used											
						Ru	iles					
		Document printed, but quality is poor	Y	Y	N	N	N					
	Conditions	Error light is flashing on printer				Υ	N					
		Document printed, but paper size is incorrect	Υ	N	Υ	N	N					
		Check connection from computer to printer				х						
	Actions	Check ink status	х	х								
	Actions	Check if there is a paper jam				х						
		Check paper size selected	Х		Х							

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Question	Answer	Marks
1(e)(i)	1 mark per bullet point to max 4	4
	<ul> <li>Method header and close (where necessary) with three parameters</li> <li>Initialised PrintID, FirstName, LastName and Credits</li> <li> to the parameters</li> <li>Initialised Credits to 50</li> </ul>	
	<pre>PYTHON  definit (self, NewFN, NewLN, NewPrintID):     selfPrintID = NewPrintID     selfFirstName = NewFN     selfLastName = NewLN     selfCredits = 50</pre>	
	<pre>PASCAL Constructor NewPrintAccount.Create(NewFN, NewLN, NewPrintID); begin    PrintID := NewPrintID;    FirstName = NewFN;    LastName = NewLN;    Credits := 50; end;</pre>	
	<pre>VB Public Sub New(NewFN, NewLN, NewPrintID As String)    PrintID = NewPrintID    FirstName = NewFN    LastName = NewLN    Credits = 50 End Sub</pre>	

© UCLES 2019 Page 10 of 19

# Cambridge International AS/A Level – Mark Scheme **PUBLISHED**

Question	Answer	Marks
1(e)(ii)	1 mark per bullet point	2
	<ul> <li>method/procedure header (and close where appropriate) taking a parameter</li> <li>FirstName is set to parameter</li> </ul>	
	<pre>PYTHON defSetFirstName(self, NewFirstName):     selfFirstName = NewFirstName</pre>	
	<pre>PASCAL procedure SetFirstName(newFirstName : String); begin   FirstName := newFirstName; end;</pre>	
	<pre>VB public sub SetFirstName(NewFirstName As String)   FirstName = NewFirstName End Sub</pre>	

© UCLES 2019 Page 11 of 19

Question	Answer	Marks
1(e)(iii)	1 mark per bullet point	2
	<ul> <li>concatenates FirstName, space and LastName</li> <li> function/method header without parameter and returns (generated) value</li> </ul>	
	PYTHON	
	<pre>defGetName(self):     return(selfFirstName + " " + selfLastName)</pre>	
	PASCAL	
	<pre>function GetName();</pre>	
	<pre>begin   result := FirstName + " " + LastName</pre>	
	end;	
	VB	
	<pre>public function GetName() As String   return(FirstName &amp; " " &amp; LastName)</pre>	
	End Function	

© UCLES 2019 Page 12 of 19

Question	Answer	Marks
1(e)(iv)	1 mark per each correct bullet point from:	6
	<ul> <li>Procedure/method header and close (where necessary) passing MoneyInput</li> <li>At least 3 constants (e.g. freecredit10, freecredit20, twenty, 10, creditperdollar)</li> <li>If MoneyInput&lt;10 calculate MoneyInput * 25</li> <li>If MoneyInput &gt;9 and MoneyInput &lt;20 then calculate MoneyInput * 25 + 25</li> <li>If MoneyInput &gt;19 then calculate MoneyInput * 25 + 50</li> <li>All three correct calculations add to Credits, not overwrite</li> <li>Efficient IF (i.e. elseif)</li> </ul>	
	<pre>defAddCredits(self, MoneyInput):     CreditPerDollar = 25     FreeCredit10 = 25     FreeCredit20 = 50     Twenty = 20     Ten = 10     if MoneyInput &gt;= Twenty:         Credits = Credits + (MoneyInput * CreditPerDollar) + FreeCredit20     elif MoneyInput &gt;= Ten:         Credits = Credits + (MoneyInput * CreditPerDollar) + FreeCredit10</pre>	
	<pre>else:     Credits = Credits + (MoneyInput * CreditPerDollar)</pre>	

© UCLES 2019 Page 13 of 19

```
Question
                                                   Answer
                                                                                                      Marks
         PASCAL
1(e)(iv)
         procedure AddCredits(MoneyInput : Real);
           const CreditPerDollar = 25
           const FreeCredit10 = 25
           const FreeCredit20 = 50
           const Twenty = 20
           const Ten = 10
         begin
           If MoneyInput > = Twenty Then
             Credits := Credits + (MoneyInput * CreditPerDollar) + FreeCredit20;
           Else If MoneyInput > = Ten Then
             Credits := Credits + (MoneyInput * CreditPerDollar) + FreeCredit10;
             Credits := Credits + (MoneyInput * CreditPerDollar);
         end;
         VB.NET
         Public Sub AddCredits(MoneyInput As Integer)
           Const CreditPerDollar As Integer = 25
           Const FreeCredit10 As Integer = 25
           Const FreeCredit20 AS integer = 50
           Const Twenty As Integer = 20
           Const Ten AS Integer = 10
           If MoneyInput > = Twenty Then
             Credits = Credits + (MoneyInput * CreditPerDollar) + FreeCredit20
           Else If MoneyInput > = Ten Then
             Credits = Credits + (MoneyInput * CreditPerDollar) + FreeCredit10
             Credits = Credits + (MoneyInput * CreditPerDollar)
           End If
         End Sub
```

© UCLES 2019 Page 14 of 19

Question	Answer	Marks
1(e)(v)	<ul> <li>1 mark per bullet</li> <li>Declaring StudentAccounts as array of 1000 elements</li> <li>of type PrintAccount</li> </ul>	2
	DECLARE StudentAccounts ARRAY[0:999] OF PrintAccount	

© UCLES 2019 Page 15 of 19

Question	Answer	Marks
1(e)(vi)	1 mark per bullet point to max 8	8
	Generating ID with '1' at the end all in lowercase from parameters	
	Loop through array to last occupied element	
	Check if the PrintID already exists	
	• using GetPrintID()	
	• increment number at end of PrintID	
	Create a new instance of PrintAccount	
	• sending FirstName, LastName, PrintID as parameters	
	adding new account to StudentAccounts at position NumberStudents	
	Increment NumberStudents	
	<pre>VB.NET Sub CreateId(firstName, lastName)    Dim count As Integer    Dim PrintID = Left(firstname, 3).ToLower &amp; Left(lastname, 3).ToLower &amp; "1"    Dim studentAdd As Integer = 0</pre>	
	If numberStudents <> 0 Then	
	For $x = 0$ To numberStudents - 1	
	<pre>If studentAccounts(x).getPrintID() = username Then</pre>	
	PrintID = PrintID + 1	
	<pre>username = Left(firstname, 3).ToLower &amp; Left(lastname, 3).ToLower &amp; PrintID.ToString</pre>	
	End If	
	Next	
	studentAdd = numberStudents	
	End If	
	<pre>studentAccounts(studentAdd) = New printAccount(firstname, lastname, username) numberStudents = numberStudents + 1</pre>	

© UCLES 2019 Page 16 of 19

```
Question
                                                    Answer
                                                                                                        Marks
1(e)(vi)
         Pvthon
         def CreateID(firstname, lastname):
           count = 0
           PrintID = firstname[0:3].lower() + lastname[-3].lower() + "1"
           StudentAdd = 0
           if numberStudents != 0:
             for x in range (0, number Students):
               if studentAccounts[x].getPrintID() == username:
                 PrintID = PrintID + 1
                 username = firstname[0:3].lower() + lastname[0:3].lower + str(PrintID)
              studentAdd = numberStudents
           studentAccounts[studentAdd] = printAccount(firstname, lastname, username)
           numberStudents = numberStudents + 1
         Pascal
         procedure CreateID(firstname : String, lastname: String);
           var
             count : Integer;
             studentAdd : Integer;
             PrintID : String;
         begin
           studentAdd := 0;
           PrintID := LowerCase(substr(firstname, 0, 3)) + LowerCase(substr(lastname, 0, 3)) + "1";
           if numberStudents <> 0:
           ror x := 0 To numberStudents - 1;
             if studentAccounts[x].getPrintID() = username:
               PrintID := PrintID + 1;
               username := LowerCase(substr(firstname, 3) +
         LowerCase(substr(lastname, 0, 3))+str(PrintID);
            studentAdd := numberStudents;
         studentAccounts[studentAdd] := printAccount.Create(firstname, lastname, username);
          numberStudents := numberStudents + 1
```

© UCLES 2019 Page 17 of 19

Question				Answer			Marks			
2	1 mark for each highlighted section									
	Label	Op Code	Operand	Comment						
	LOOP:	LDD	ANSWER	// Load the value from ANSWER						
		ADD	NUMONE	// Add the value from NUMONE	[1]					
		STO	ANSWER		[1]					
		LDD	COUNT	// Load the value from COUNT	[1]					
		INC	ACC	// Increment the Accumulator	[1]					
		STO	COUNT		[1]					
		CMP	NUMTWO	// Is NUMTWO = COUNT?	[1]					
		JPN	LOOP	// If false, jump to LOOP	[1]					
		LDD	ANSWER	// Load the value from ANSWER	[1]					
		OUT		// output ANSWER to the screen	[1]					
		END		// End of program						
	NUMONE:	2								
	NUMTWO:	4								
	COUNT:	0								
	ANSWER:	0								

© UCLES 2019 Page 18 of 19

# Cambridge International AS/A Level – Mark Scheme **PUBLISHED**

Question	Answer	Marks
3	1 mark per bullet point to max 3	3
	<ul> <li>Logic error // it is programmed incorrectly</li> <li>There was an error in the design // the correct requirements were not stated</li> <li>Run-time error // division by 0 // stack overflow // end of file reached // library not available // linking/loading error</li> <li>Not adequately/correctly tested</li> </ul>	

Question	Answer			Marks
4	1 mark for each term.			3
	Definition	Term		
	Software is tested by an in-house team of dedicated testers.	Alpha testing/black-box/white-box		
	Software is tested by the customer before it is signed off.	Acceptance testing		
	Software is tested by a small selection of users before general release	Beta testing		

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